FUJIFILM

SOFTWARE for FUJIFILM DIGITAL CAMERA

for Windows

User's Guide

Thank you for purchasing this Fujifilm product.This User's Guide provides detailed instructions on how to use the Software for Fujifilm Digital Camera. For information on connecting a camera to your PC and installing the software, refer to the Quick Start Guide.Read this manual carefully to ensure that you use the software correctly.

IMPORTANT

Be sure to read this page before using the Interface Set.

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Preface

This User's Guide describes how to use the software (PICTURE SHUTTLE Data Transfer Software and the DS SERIAL TWAIN Driver).

This User's Guide is written with the assumption that you have a basic understanding of how to use a PC (personal computer). For basic information on using your PC, refer to the manual supplied with your PC.

To use the software with your PC, perform the checks and preparatory steps outlined in "Quick Start Guide" and then perform the following:

• Connect the camera to your PC.
• Install the software.

Notes

- Loss of power to the camera during data transfer could result in data corruption. If you are connecting a camera to your PC, always connect an AC power adapter to the camera beforehand.
- This software can be used with the MX / DX series digital cameras. However, some functions may not be available on some models.
- Depending on your operating environment, the screens used in this manual and screens you see may be slightly different.

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PC and Camera Setup ..... (Quick Start Guide)

Refer to the Quick Start Guide for information on how to connect the camera to your PC and how to install the software.

Chapter 1 PICTURE SHUTTLE Basics ..... (P.1-1 to)

This chapter describes how to use PICTURE SHUTTLE to download images from the camera to your PC, and how to edit and print out the downloaded images.

Chapter 2 PICTURE SHUTTLE Advanced Features ..... (P.2-1 to)

This chapter describes the advanced features offered by the PICTURE SHUTTLE software once you have mastered the basics.Advanced Features introduces functions that allow you to use the software more efficiently, such as how to manage the folders in which you saved your downloaded images.

Chapter 3 Using Other Software to Download Images from the Camera ..... (P.3-1 to)

This chapter describes how to use third-party software (such as Adobe Photoshop) to download images.

Chapter 4 Troubleshooting ..... (P.4-1 to)

This chapter tells you what to do if an error occurs. If an error does occur, check here first.

Chapter 5 Appendix ..... (P.5-1 to)

This appendix gives detailed explanations of the terminology used in this User's Guide.

Chapter 1
PICTURE SHUTTLE Basics

This chapter describes how to use PICTURE SHUTTLE to download images from the camera to your PC, and how to edit and print out the downloaded images.

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Basic PICTURE SHUTTLE Operation

About PICTURE SHUTTLE

The PICTURE SHUTTLE Data Transfer Software features the following functions:

- Image data can be sent to and received from devices (digital cameras or printers) connected to your PC, allowing you to view and print out the images stored on a camera.
- By registering image folders on your hard disk, you can easily save, organize and view lists of images downloaded from a camera.
- Images can be enhanced easily and you can apply special effects.
- Detailed information is displayed for image files recorded in Exif file format*.

Notes **If the connected camera does not support a PICTURE SHUTTLE function, the screen button or menu for that function is disabled.**

Procedure Overview

1. Double-click on the camera icon or folder icon.

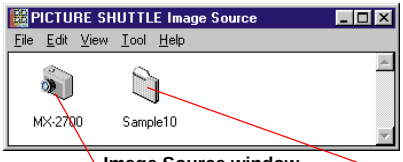


Image Source window

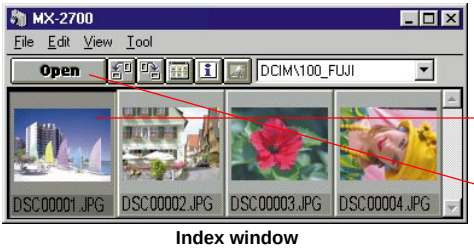
Camera icon

Folder icon

To view a list (index) of the images on the camera –> P.1-7.

* Displayed if an MX-2700 is connected to the PC.

2. The Index window opens. Select the image you want to view and click on the Open button.



1) Click to select.

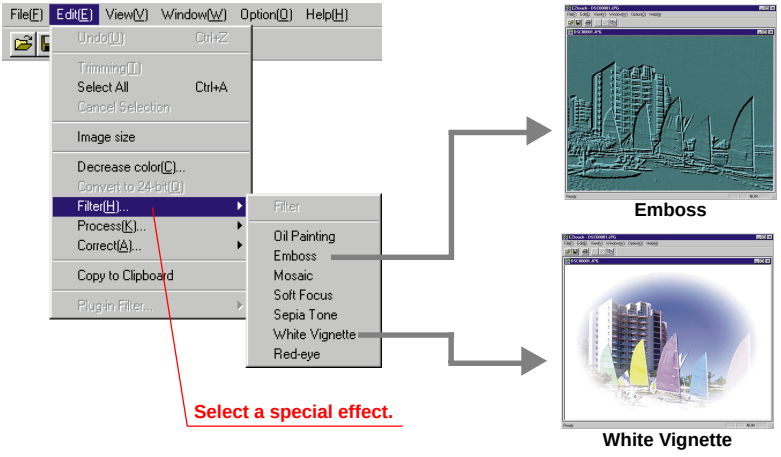
2) Click on the Open button.

Index window

3. The Image window opens.

Image window

4. Select the desired special effect.



Emboss

White Vignette

Many other effects are available. For information on editing images, see "Editing Images" on P.1-17.

Terminology Note

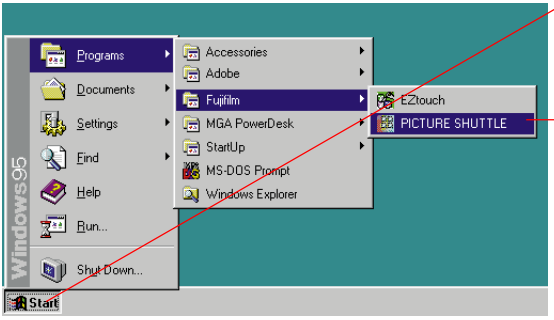
*** Exif File Format**

This is a still image format for full-color images used by digital still cameras. This format also allows information such as the date and time of shooting to be recorded.

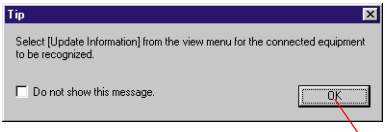
Connecting the Camera to Your PC for the First Time

The first time you connect the camera to your PC, the camera icon appears in the Image Source window.

1. Start up PICTURE SHUTTLE.



2. When the Hint window appears, click on OK.


Tip
Select [Update Information] from the view menu for the connected equipment to be recognized.
Do not show this message.
OK

If you tick the "Do not show this message" checkbox before you click on OK, the Hint window will no longer appear when you start up PICTURE SHUTTLE.

Click here.

3. The Image Source window appears. Update the window to show the camera icon.

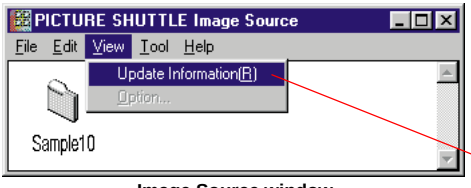
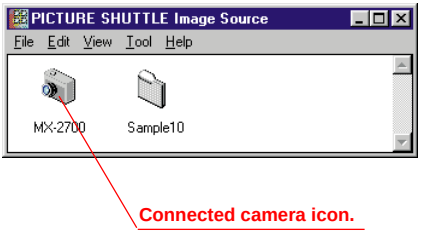


Image Source window

4. The camera icon appears in the Image Source window.

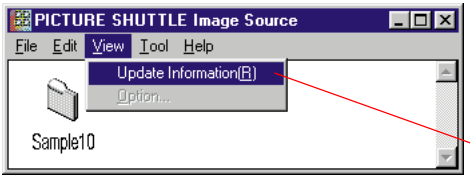


* The window at left appears when an MX-2700 is connected to your PC.

Switching Cameras

When you connect a different camera, update the Image Source window so that the icon for the new camera appears.

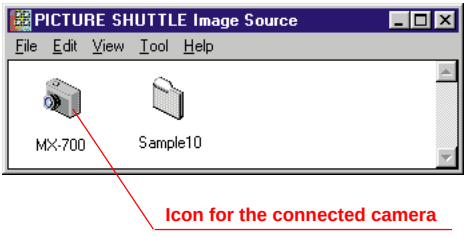
1. Update the Image Source window.



1) From the View menu,
2) Select Update Information.

Image Source Window

2. The new camera icon appears in the Image Source window.



Icon for the connected camera

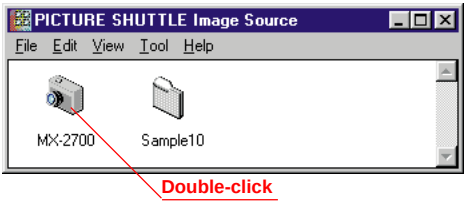
* Window shown when you switch to an MX-700.

Viewing Camera Images

Viewing the Camera Image List (Index)

You can use PICTURE SHUTTLE to view a list (index) of the camera images.

1. Double-click on the camera icon in the Image Source window.

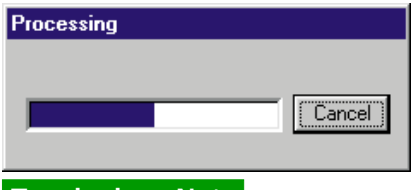


Tip **You can also view the Index window by selecting the camera icon and then selecting Open from the File menu.**

When the "Equipment is not connected or power is off" message appears... Click on the OK button and check the following:

- Is the camera properly connected to the PC?
  –> See "Quick Start Guide".
- Is the camera switched on?
  –> Refer to the Owner's Manual for the camera.
- Is the camera set to PC mode?
  –> Refer to the Owner's Manual for the camera.
- Is the SmartMedia card loaded into the camera correctly?
  –> Refer to the Owner's Manual for the camera.

2. The Processing progress box appears.



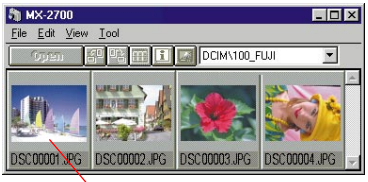
Click on the Cancel button to interrupt downloading of the thumbnail images*.

Terminology Note

*** Thumbnail Image**

A small image displayed in screens such as index windows.

3. The Index window appears.

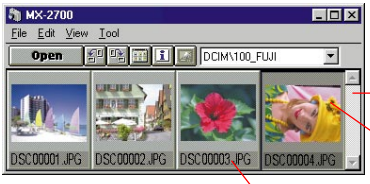


Index window

Thumbnail display area

If , or is shown instead of a thumbnail, refer to P.2-14.

Index Window Button Functions



Scroll bar

Selected image (Cick to select)

File name display area

Open button
Click on this button to open the selected image.

Rotate 90° Left button
Click on this button to rotate the image 90° counterclockwise.

Rotate 90° Right button
Click on this button to rotate the image 90° clockwise.

Show Details button
Click on this button to view detailed information on the image (date and time of shooting, shutter speed, etc.).

Download Thumbnail button
Click on this button to download and display a thumbnail image for the selected frame.

Play Video button
Click on this button to switch to Video Playback mode.In Video Playback mode, the selected frame is displayed on the camera's LCD monitor. (Supported on the DX-9 Zoom and DX-7.)

The name of the currently selected folder is displayed.

Select Folder

If there are multiple folders on the camera, use this list to select the desired folder. (Supported on the MX series, DX-10 and DX-8) (–> "Dealing with Multiple Folders on the Camera" P.1-16)

Thumbnail display area

Shows thumbnail images.

File name display area

Shows the file name.

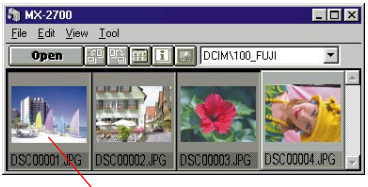
Scroll bar

Used to view images that are not currently shown as they are above or below the current window.

Saving Images from the List (Index)

You can download an image from the camera and save it to the hard disk on your PC by dragging the image file from the Index window and dropping it onto the desktop.Use this method wherever possible when you are transferring camera images directly to your PC.If you open the selected image and then save it, the JPEG image is compressed again, thereby degrading the image quality.

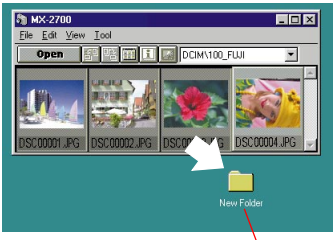
1. Click on the image you want to save to select it.



Selected image

You can select multiple images by holding down the Ctrl key as you click on the images. You can also select all the images by selecting Select All in the Edit menu (or by pressing Ctrl+A).

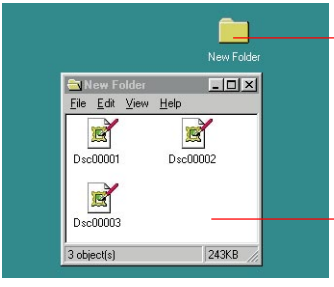
2. Drag the thumbnail and drop it on the folder in which you want to save the image.



In this example, the screen shows a folder called "New Folder" that has already been created on the desktop.

Save to this folder.

3. The image is saved in the destination folder.



Double-click to open.

Check that the image is saved.

Terminology Note

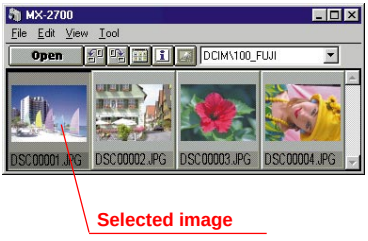
*** Drag and Drop**

The process of moving or copying an icon or thumbnail image by clicking the mouse button over the object, moving the mouse to another location with the button held down, and then releasing the mouse button.

Opening and Viewing Images Stored in the Camera

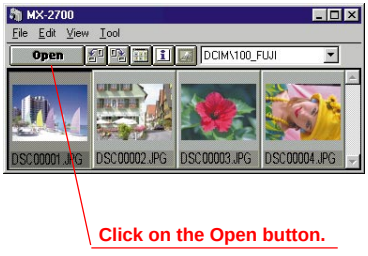
Here, “Images stored in the camera” are images that are recorded on a SmartMedia in the camera.This section describes how to download images in the Index window from the camera and open them.

1. Click on the thumbnail for the image you want to open to select it.



You can select multiple images by holding down the Ctrl key as you click on the images. You can also select all the images by selecting Select All in the Edit menu (or by pressing Ctrl+A).

2. Click on the Open button.



Tip

You can also view the image by double-clicking on the thumbnail or by selecting Open from the File menu.

3. The image is downloaded and opened.

Image window

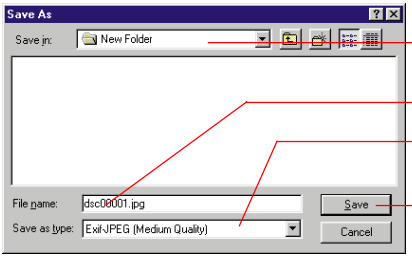
Saving Opened Images

This section describes how to name an opened image and save it.

1. Click on in the toolbar.

Tip **You can also save the image by selecting "Save As..." in the File menu.**

2. The Save window appears.



1) **Select the location to which the image is to be saved.**
2) **Type in the file name.**
3) **Select the file format.**
4) **Click on the Save button.**

* Select the format for the saved file from the Save as type: list box. The only available file formats are BMP, Exif-TIFF, Exif-JPEG (High Quality), Exif-JPEG (Medium Quality) and Exif-JPEG (Low Quality).
* When you save a file in the Exif-JPEG format, you can select from 3 image quality settings. However, because images are compressed in the Exif-JPEG format, the image quality suffers.

Notes **If the number of colors specified in the Display Properties window on your PC is 256 or less, you cannot save images in the Image window in any format other than BMP.**
To save an image as a JPEG or TIFF file, set "256 Color Display" in the Option menu to OFF and then download and save the image again. This only affects the quality of the colors displayed on the screen and does not affect the image data itself.

Terminology Note

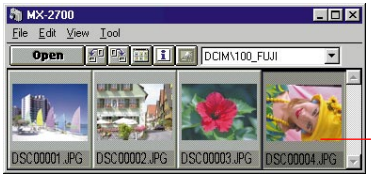
*** Exif File Format**

This is a still image format for full-color images used by digital still cameras. This format also allows information such as the date and time of shooting to be recorded.

Changing the Image Orientation

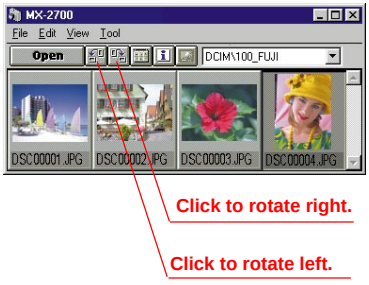
If an image is displayed on its side, use the procedure below to rotate it to an upright orientation.

1. Click on the image to be rotated to select it.



Device Index window

2. Click on the button to rotate the image to the left or the button to rotate it to the right.



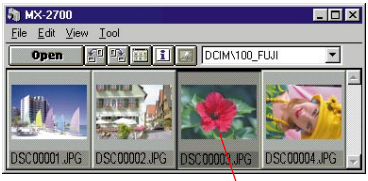
Tip **You can also rotate an image by selecting Rotate Left or Rotate Right in the Tools menu.**

This rotation only applies in the Device Index window.
If you open a rotated image in an Image window, it does not appear rotated.

Erasing Unwanted Images

You can erase any displayed images that you no longer need. When you erase the thumbnail image in the Index window, the image stored in the camera is also erased.

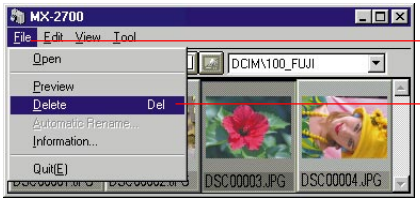
1. Click on the image to be erased to select it.



You can select multiple images by holding down the Ctrl key as you click on the images. You can also select all the images by selecting Select All in the Edit menu (or by pressing Ctrl+A).

Click on the image to be erased to select it.

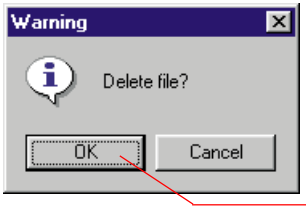
2. Select Delete from the File menu.



1) From the File menu,

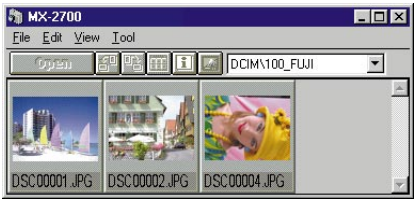
2) Select Delete.

3. A confirmation dialog box appears.



To erase the selected image, click on the OK button. Click on the Cancel button to return to the previous screen without erasing the image.

Click on the OK button.

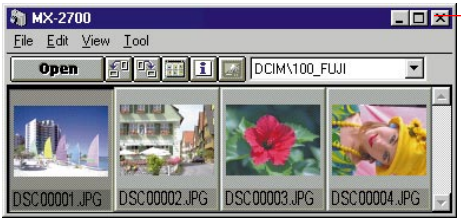


The image is erased.

Closing the Image List (Index)

This section describes how to close the currently displayed Index window.

1. Click on the [X] to close the window.



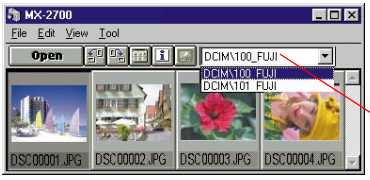
Tip **You can also close the Index window by selecting Close from the File menu.**

Dealing with Multiple Folders on the Camera

If there are multiple folders on the SmartMedia in the camera, you can select the folder to be opened from the pull-down folder menu.

You can use this feature when images shot on two or more models of Fujifilm digital camera are stored on the same SmartMedia.
The folder selection menu is available for the MX series, DX-10 and DX-8.

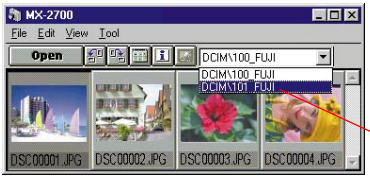
1. Click and hold down the mouse button on the folder selection menu.



A list of the folders stored on the camera appears.

* The folder for images shot using Fujifilm digital cameras is “IMFIDX10”, “IM01FUJI” or “DCIM\100_FUJI” etc.

2. Select the folder you want to open and release the mouse button.



The images in the folder are displayed.

Editing Images

Opening Images for Editing

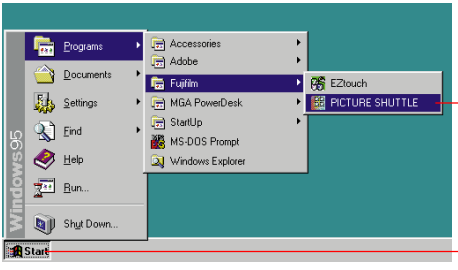
To edit an image, you must use the fully opened image (the image in the Image window) rather than the thumbnail (the image in the Index window).

Notes

If the number of colors specified in the Display Properties window on your PC is 256, images are automatically reduced to 256 colors. Once this has been done, you cannot use the image editing options described below with those images. Set "256 Color Display" in the Option menu to OFF and then download and edit the images again.
Setting "256 Color Display" to OFF only affects the quality of the colors displayed on the screen and does not affect the image data itself.

This section describes how to open images stored on a camera connected to your PC and images saved in a registered folder. (–> See "Registering Folders in the Image Source Window" on P.2-2.)

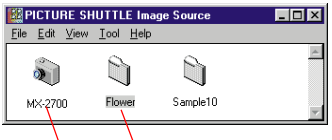
1. Start up PICTURE SHUTTLE.



1) **Click on the Start button.**

2) **From "FUJIFILM" in Programs, select PICTURE SHUTTLE.**

2. Open the Index window that contains the image you want to edit.

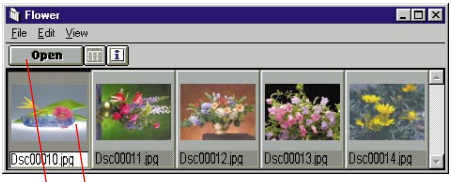


To open the images on the camera, double-click on the camera icon
To open an image saved in a registered folder in the Image Source window, double-click on the folder icon. See P.2-2 for information on how to register a folder.

Double-click to open an image in a folder registered on your PC.

Double-click to open an image on the camera.

3. Open the image.



You can select multiple images by holding down the Ctrl key as you click on the images. You can also select all the images by selecting Select All in the Edit menu (or by pressing Ctrl+A).

4. Open the Image window.

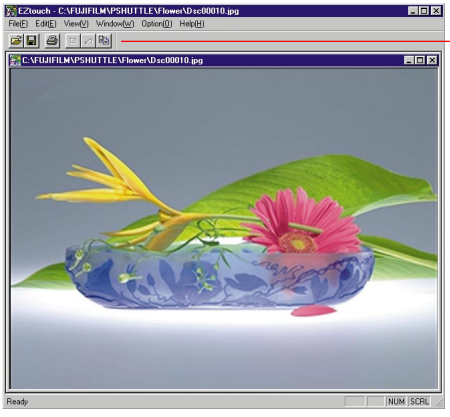


Image window

From this window, you can edit, save or print the image.

–> See P.1-12 for information on saving images.

–> See P.1-37 for information on printing images.

Notes

- If you open the Image window and then save the image as an Exif-JPEG file, the image quality is degraded since the image is compressed again.
- If you want only to transfer a camera image, transfer the image by dragging it from the Index window and dropping onto the desktop without opening the Image window.

About the Toolbar

Copies the image to the clipboard (–> See P.2-26.)

Cancels the modifications and restores the image to its previous state.

Click to crop an image (–> See P.1-21.)

Prints the image (–> See P.1-37.)

Saves the image (–> See P.1-12.)

Opens the Image window (–> See P.1-19.)

• Opening Images Directly from the Image Window

You can also open images stored on your hard disk directly from the Image window.

1. Open the Image window.

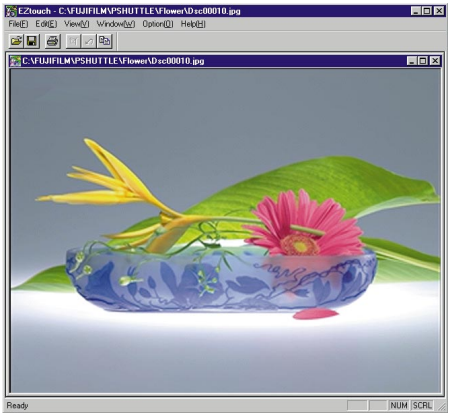


Image window

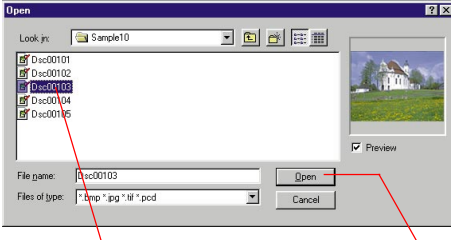
See P.1-11 for information on how to open the Image window.

2. Click on in the toolbar.

Click here.

Tip **You can also open the image by selecting Open from the File menu.**

3. The Open File dialog box appears.

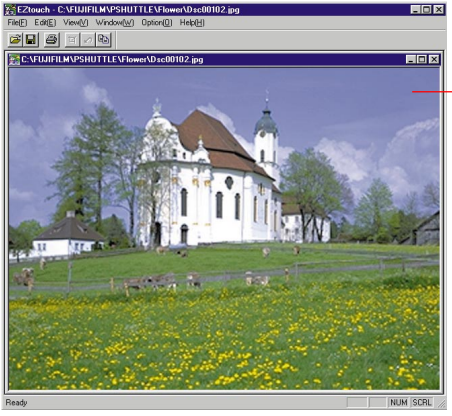


Specify the file you want to open and click on the Open button.

* Only BMP, Exif*-JPEG, Exif-TIFF and PCD* files can be opened.
* PCD refers to the file format used on photo CDs.

1) Select the file to be opened. **2) Click on the Open button.**

4. The image in the specified file opens.



Terminology Note

*** Exif File Format**

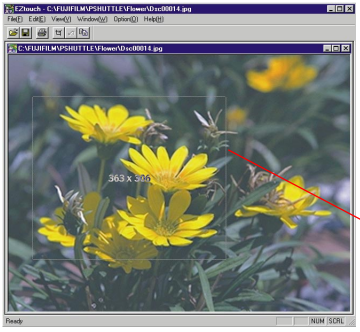
This is a still image format for full-color images used by digital still cameras. This format also allows information such as the date and time of shooting to be recorded.

Cropping Images

This section describes how to crop the image currently displayed. Trimming allows you to discard any unwanted parts of the image and keep only the required portion. This is useful when you want to change the image layout or when the original shot includes unnecessary parts.

Notes **If your monitor is set to 256 colors or less, this function cannot be used. (See "256 Color Display" on P.2-34)**

1. Specify the area to be cropped.



Drag* the mouse over the area you want to be cropped. A dotted line appears around the selected area.

2. Click on in the toolbar.

The area outside the dotted lines is cropped off.

Tip **You can also crop the image by selecting Cropping from the Edit menu.**

Terminology Note

*** Drag**

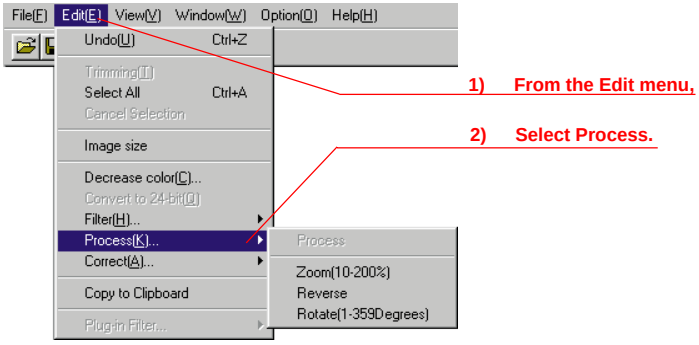
The action of moving the mouse with the mouse button held down.

Changing the Image Size and Orientation

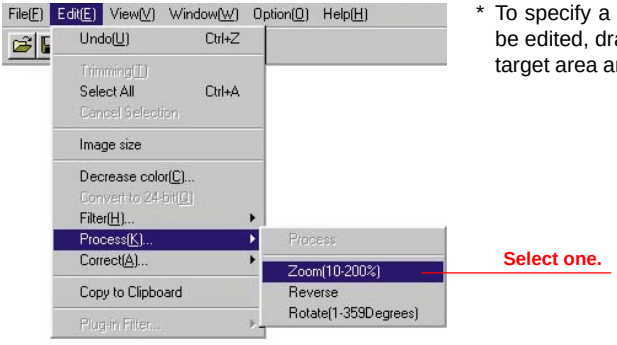
You can use PICTURE SHUTTLE to change the size and orientation of an image.

Notes **If your monitor is set to 256 colors or less, this function cannot be used. (See "256 Color Display" on P.2-34)**

1. Select Process from the Edit menu.



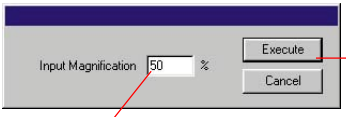
2. Select an item from the pull-down menu.



* To specify a portion of the image to be edited, drag* the mouse over the target area and then select Process.

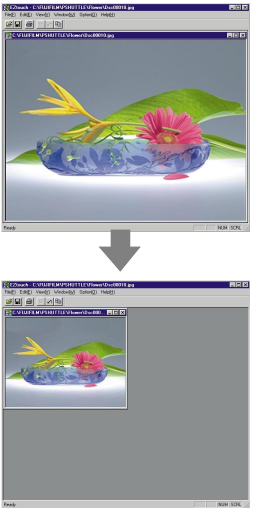
• Scale

The function enlarges the currently displayed image up to 200% or reduces it down to 10% of its current size.



2) Click on the Execute button.

1) Type in the scale from the keyboard.



* If you want to specify a portion of the image for enlargement or reduction, trim the specified area before using the Scale function.
* Ensure that scale setting (%) is such that the size of the image when enlarged or reduced is no less than 64 x 64 pixels* and no more than 3584 x 3584 pixels. Images cannot be enlarged or reduced to sizes outside this range.
* You can also change the image size by changing the number of pixels. (See "Changing the Image Size by the Number of Pixels" on P.1-25.)

Terminology Note

*** Drag**

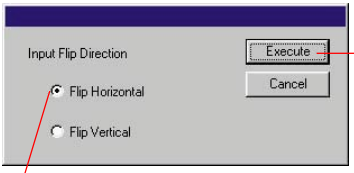
The action of moving the mouse with the mouse button held down.

*** Pixel**

Picture element. Denotes the smallest unit used in computer graphics.

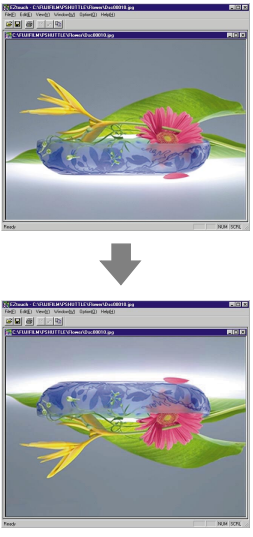
• Flip

This function inverts the image 180° either vertically or horizontally.



2) Click on the Execute button.

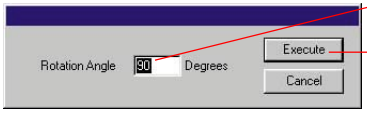
1) Select Flip Vertical or Flip Horizontal.



* If you specify a portion of the image to be flipped, only the selected portion is flipped.

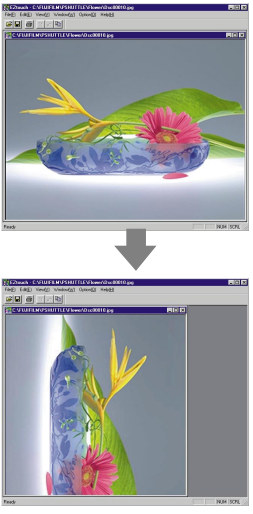
• Rotate

This function rotates the displayed image through an angle between 1° and 359°.



1) Type in the rotation angle from the keyboard.

2) Click on the Execute button.



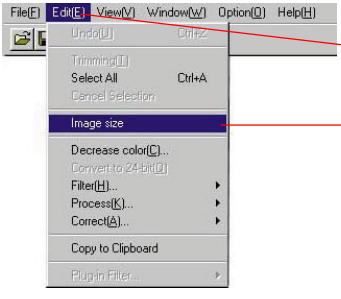
* If you want to specify a portion of the image to be rotated, trim the specified area before using the Rotate function.

Changing the Image Size by the Number of Pixels*

This section describes how to change the size of an image by changing the number of vertical and horizontal dots (pixels) in the image.

Notes **If your monitor is set to 256 colors or less, this function cannot be used. (See "256 Color Display" on P.2-34)**

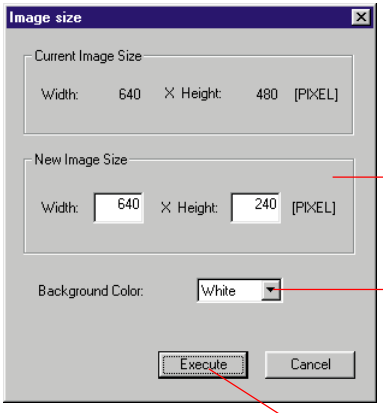
1. Select Image size... from the Edit menu.



1) From the Edit menu,

2) Select Image size...

2. Specify the width, height and Background color, and then click on the Execute button.



1) Type in the width and height from the keyboard.

2) Select the Background Color.

3) Click on the Execute button.

3. The image size changes.

A margin is added to the image when you alter the ratio of width to height in the new image size. This is to ensure that the aspect ratio between height and width is maintained when you vary the size of the image. In the example shown at left, the image is displayed at 640 x 240 pixels including the backgrounds.

Background

Terminology Note

*** Pixel**

Picture element. Denotes the smallest unit used in computer graphics.

Correcting Image Colors and Brightness

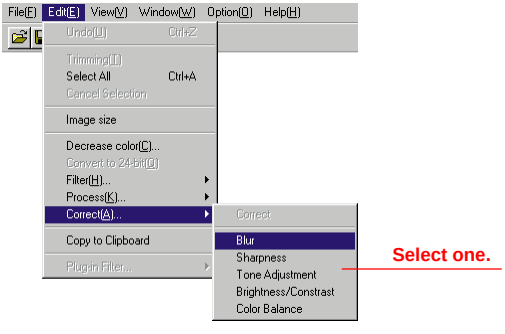
Use the procedure below to correct image features such as the brightness, the image colors and the level of bluring.

Notes **If your monitor is set to 256 colors or less, this function cannot be used. (See "256 Color Display" on P.2-34)**

1. Select Correct from the Edit menu.

Tip **To specify a portion of the image to be corrected, drag the mouse over the target area and then select Correct.**

2. Select an item from the pull-down menu.



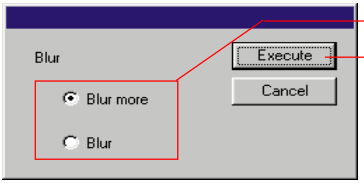
Terminology Note

*** Drag**

Refers to the action of moving the mouse with the mouse button held down.

• Blur

This function blurs the entire image or a portion selected by dragging the mouse. You can select the level of bluring.

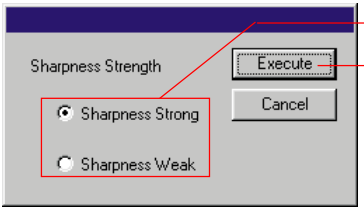


1) Select the level of bluring.

2) Click on the Execute button.

• Sharpness

This function sharpens the entire image or a portion selected by dragging the mouse. You can select either strong or weak sharpening.

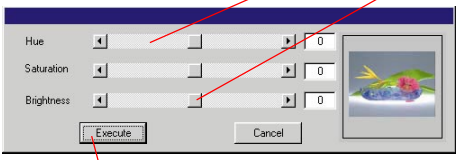


1) Select the level of sharpness.

2) Click on the Execute button.

• Tone Adjustment

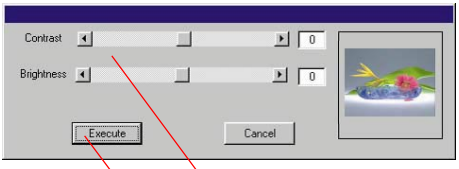
This function adjusts the tones over the entire image or in a portion selected by dragging the mouse.



You can specify settings by moving the slider bar or by typing in a value. The effect is the same.
The box on the right of the window shows the adjusted image.

• Brightness / Contrast

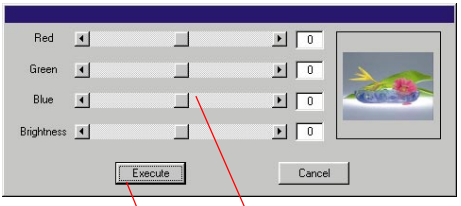
This function allows you to adjust the brightness and contrast over the entire image or in a portion selected by dragging the mouse.



You can specify settings by moving the slider bar or by typing in a value.
The effect is the same.
The box on the right of the window shows the adjusted image.

• Color Balance

This function allows you to adjust the balance of red, green and blue over the entire image or in a portion of the image selected by dragging the mouse.



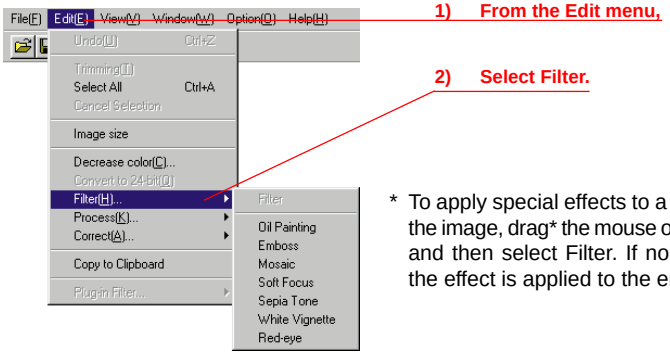
You can specify settings by moving the slider bar or by typing in a value. The effect is the same.
The box on the right of the window shows the adjusted image.

Applying Special Effects to Images

PICTURE SHUTTLE allows you to apply a range of special effects to an image.

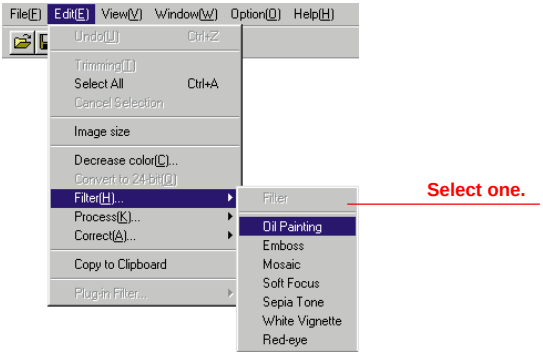
Notes **If your monitor is set to 256 colors or less, this function cannot be used. (See "256 Color Display" on P.2-34)**

1. Select Filter from the Edit menu.



* To apply special effects to a specific portion of the image, drag* the mouse over the target area and then select Filter. If no area is selected, the effect is applied to the entire image.

2. Select an item from the pull-down menu.



Terminology Note

*** Drag**

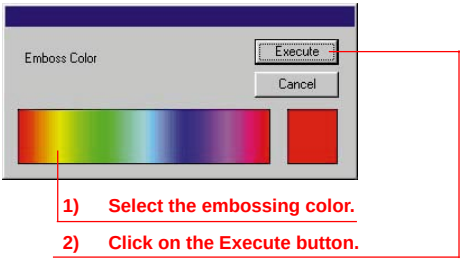
Refers to the action of moving the mouse with the mouse button held down.

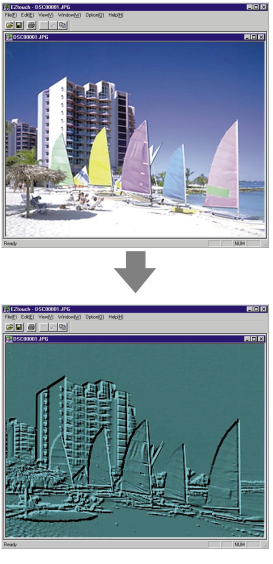
• Oil Painting

This filter gives the look of an oil painting to the entire image or to an area selected by dragging the mouse.

• Emboss*

This filter applies a monotone effect with raised outlines to the entire image or to an area selected by dragging the mouse.





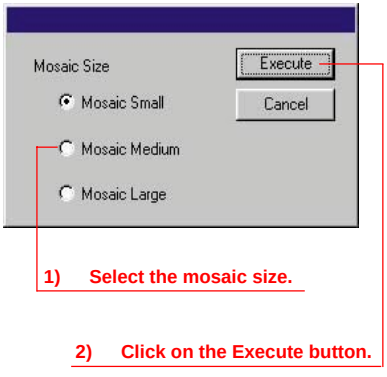
Terminology Note

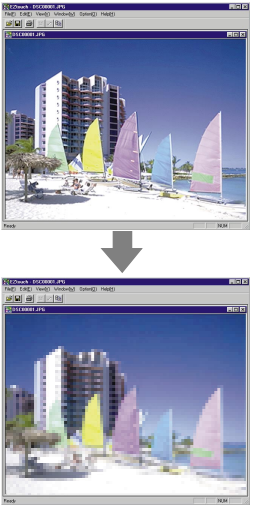
*** Emboss**

Simulation of a raised effect in text or graphics.

• Mosaic

This filter applies a mosaic tiling effect to the entire image or to an area selected by dragging the mouse. Select the size of the mosaic tiling and the click on the Execute button.





• Soft Focus

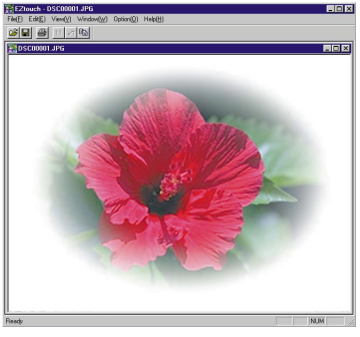
This filter applies a soft focus effect to the entire image or to an area selected by dragging the mouse.

• Sepia Tone

This filter applies sepia tones to the entire image or to an area selected by dragging the mouse.

• White Vignette

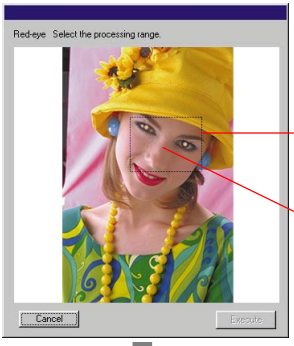
This filter fades a circular area of the image out to a white border. If you have selected an area of the image by dragging the mouse, white vignetting is only applied to the selected area.



• Red-Eye*

This filter corrects the red-eye phenomenon in photographs of people.

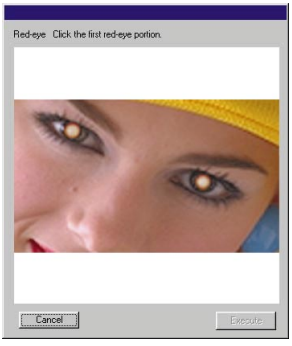
1. Specify the area in which the red-eye filter is to be applied.



1) Drag the mouse over the target area.

2) Click inside the selected area.

The selected area is shown enlarged.

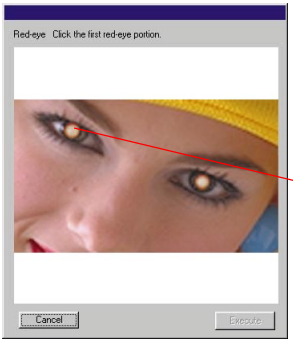


Terminology Note

*** Red-Eye**

The phenomenon by which a person's eyes appear red when they are photographed in low-light conditions using a flash. Red-eye is caused by the light of the flash reflecting off the inside of the eye.

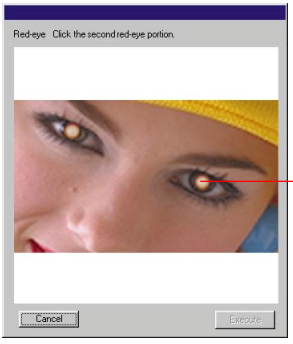
2. Click on the red portion of the first eye.



* If only one eye requires correction, click on Execute after you click on the first eye.

Click.

3. Click on the red portion of the second eye and then click on the Execute button.

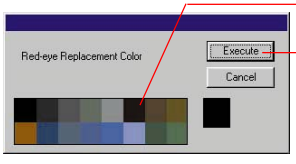


Click on the second eye.

4. The red-eye replacement color window appears.

1) Select the red-eye replacement color.

2) Click on the Execute button.



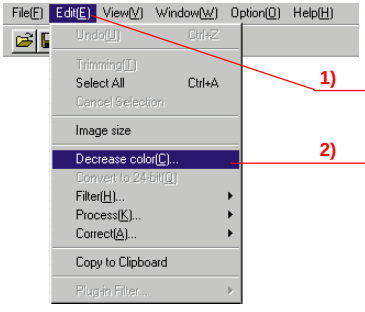
A Processing window appears while red-eye correction is in progress. When processing finishes, an image in which the selected red eyes are corrected appears.

Reducing the Number of Image Colors

You can reduce the number of colors in the displayed image to 256, 16 or 2 colors. You can select to show the image in fewer colors or fewer gray scale* levels.

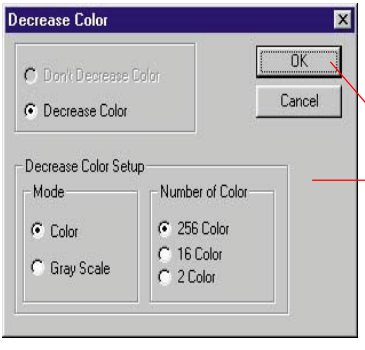
Notes **If your monitor is set to 256 colors or less, this function cannot be used. (See "256 Color Display" on P.2-34)**

1. Select Decrease color from the Edit menu.



The Decrease Color dialog box appears.

2. Set the color reduction* settings.



Select Color or Gray Scale as the mode and 256, 16 or 2 as the number of colors.

Terminology Note

*** Gray scale**

An image that contains no color information, such as a black and white photograph.

*** Color Reduction**

A process that allows an image to be represented using fewer colors (256, 16 or 2 colors). This process reduces the file size but also degrades the image quality.

Saving Edited Images

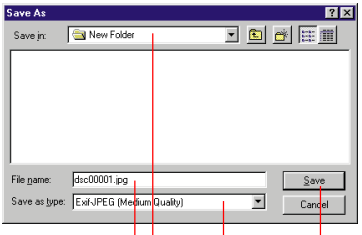
This section describes how to name and save the currently displayed image.

1. Click on in the toolbar.

Tip

You can also save an image by selecting Save As... from the File menu.

2. The Save window appears.



* Select the format for the saved file from the Save as type : list box. The only available file formats are BMP, Exif*-JPEG (High Quality), Exif-JPEG (Medium Quality), Exif-JPEG (Low Quality) and Exif-TIFF.
* When you save a file in the Exif-JPEG format, you can select from 3 image quality settings. However, because images are compressed in the Exif-JPEG format, the image quality suffers.

1) **Select the location to which the image is to be saved.**
2) **Type in the file name.**
3) **Select the file format.**
4) **Click on the Save button.**

Notes

If the number of colors specified in the Display Properties window on your PC is 256 or less, you cannot save images in the Image window in any format other than BMP.
To save an image as a JPEG or TIFF file, set "256 Color Display" in the Option menu to OFF and then download and save the image again. This only affects the quality of the colors displayed on the screen and does not affect the image data itself.

Terminology Note

*** Exif File Format**

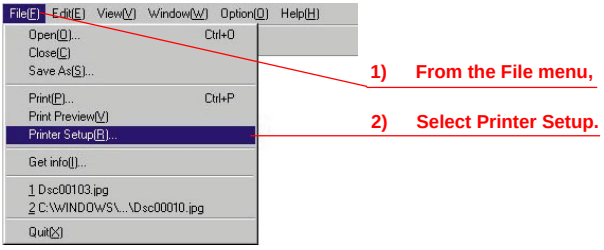
This is a still image format for full-color images used by digital still cameras. This format also allows information such as the date and time of shooting to be recorded.

Printing Images

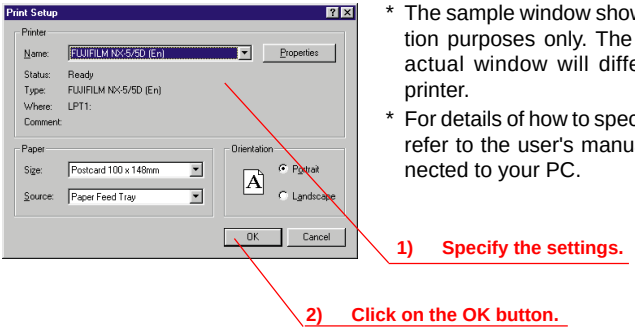
Specifying the Paper

This section describes how to set the print size and specify the paper.

1. Select Printer Setup from the File menu.



2. Specify the paper settings.

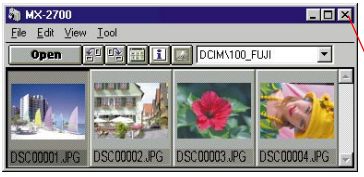


* The sample window shown at left is for illustration purposes only. The details shown in the actual window will differ depending on the printer.
* For details of how to specify the paper settings, refer to the user's manual for the printer connected to your PC.

Printing

This section describes how to send the image shown in the Image window to the printer.

1. Close the PICTURE SHUTTLE camera Index window currently shown.



Index window

Notes You may not be able to print while a PICTURE SHUTTLE camera Index window is open.

2. Click on in the toolbar.

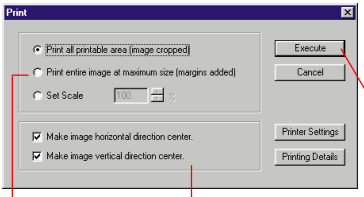
Tip You can also print an image by selecting Print from the File menu.

Notes If the number of colors specified in the Display Properties window on your PC is 256, the image is also printed in 256 colors. This is because all the images displayed in the Image window are automatically reduced to 256 colors if the 256 Color Display option in the Option menu is set to ON.

If you want to print an image in full color in a 256-color environment, manually set the 256 Color Display option in the Option menu to OFF. Then redisplay and print the image.

However, bear in mind that setting the 256 Color Display option to OFF in a 256-color environment can distort the colors shown on the screen. This is only a display problem however, and does not adversely affect the actual image data or the printed image.

3. The Print window appears.



Refer to the explanations below for information on specifying the settings in the Print window.

[Print all printable area (image cropped)]
This prints the image enlarged or reduced so that there is no margin around the image. Any part of the image that overlaps the paper is cropped.

[Print entire image at maximum size (margins added)]
This prints the image enlarged or reduced so that the image does not overlap the paper. No part of the image is cropped. Margins are added when the ratio of width to height differs from that of the paper used for printing.

[Set Scale]
You can use this setting to specify the enlargement or reduction ratio. Areas of the image that overlap the paper are cropped. Even when you specify the same scale, the size of the printed image may differ depending on the printer resolution.

[Make image horizontal direction center]
Ticking this checkbox prints the image centered horizontally on the page. If this checkbox is not ticked, the image is printed flush left on the page (print area).

[Make image vertical direction center]
Ticking this checkbox prints the image centered vertically on the page. If this checkbox is not ticked, the image is printed at the top of the page (print area).

Notes **To set the scale when you are using a Fujifilm NX-5, NX-5D, NC-3D or NC-2 printer, switch the Smoothing function in the printer driver off first. If Smoothing is left on, the image will be printed smaller than the normal size.**

Chapter 2
PICTURE SHUTTLE Advanced Features

This chapter describes the advanced features that allow you to use the software more effectively, such as how to manage the folders in which you saved your downloaded images.

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Using the Advanced Functions

Registering Folders in the Image Source Window

By registering a variety of folders in the Image Source window, you can set up libraries for viewing different images. You can also organize your image files by creating folders for particular trips, events or subjects.

1. Start up PICTURE SHUTTLE and display the Image Source window. (See P.1-4 for information on starting up PICTURE SHUTTLE.)

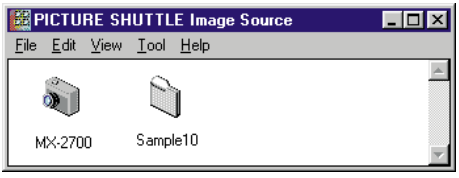
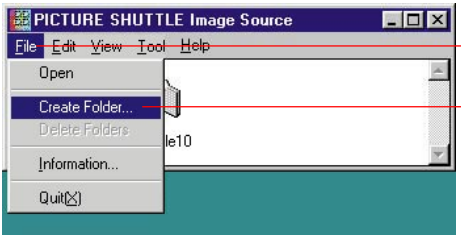
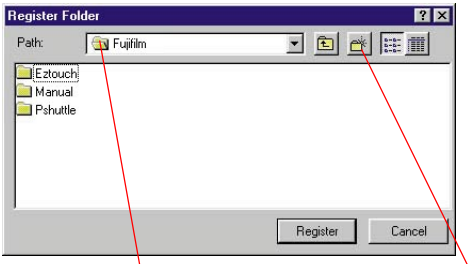


Image Source window

2. Select Create Folder from the File menu



3. The Register Folder dialog box appears. Create a folder.

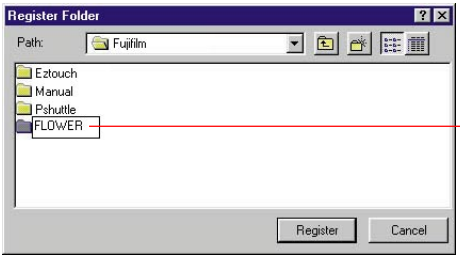


If you have already created the folder to be registered on your PC, you do not need to create a new folder. Select the folder to be registered and proceed to step 5.

2) Click on the Create Folder button.

1) Select the location in which the folder is to be created.

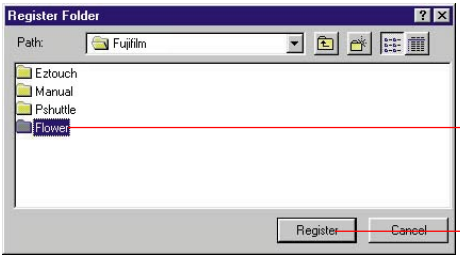
4. Type in the folder name.



1) Type in the folder name from the keyboard.

Confirm the name by pressing the Enter key on the keyboard.

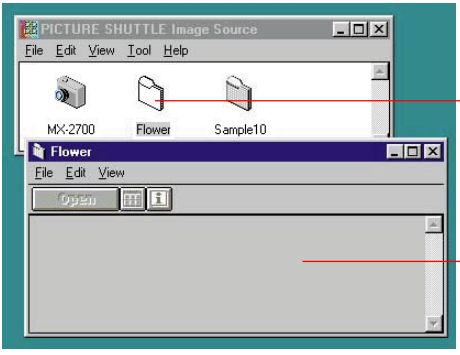
5. Double-click on the folder to be registered to open it, and then click on the Register button.



1) Double-click on the folder to be registered.

2) Click on the Register button.

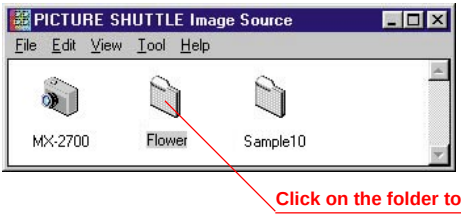
6. The new folder is registered.



Deregistering Folders

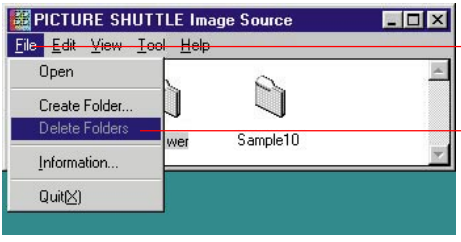
You can deregister a folder that you no longer need. This cancels the folder's PICTURE SHUTTLE registration but does not delete the folder itself or the image files in the folder.

1. Select the folder you want to deregister.

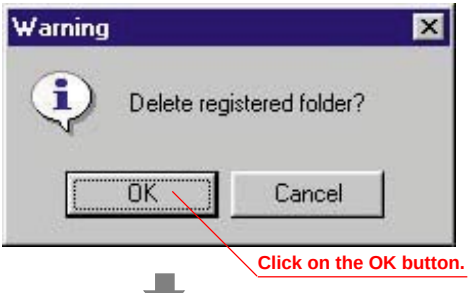


You can select multiple folders by holding down the Ctrl key as you click on the folders.

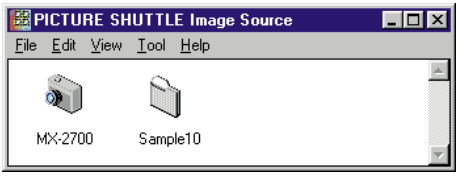
2. Select Delete Folders from the File menu.



3. The deregistration confirmation screen appears.



Click on the OK button to deregister the folder. Click on the Cancel button to cancel the deregistration.

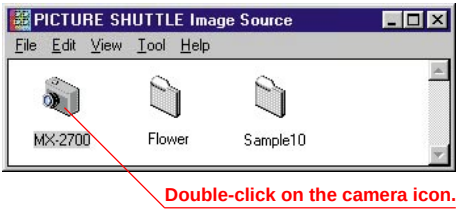


The folder is deregistered.

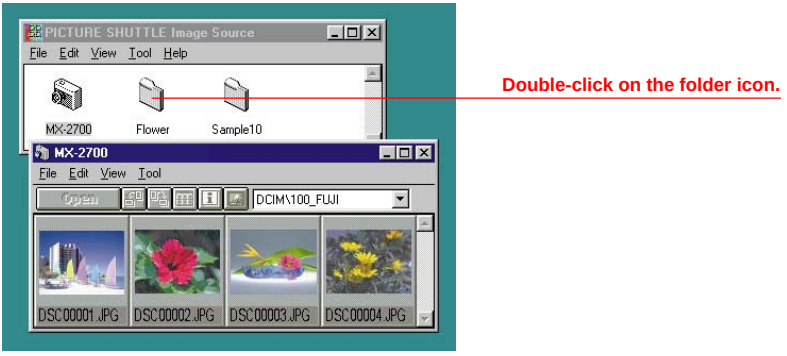
Transferring Images to a Registered Folder

You can copy (transfer) an image file to another Index window by dragging and dropping the image file. You can also use drag and drop to copy an image file to the desktop.

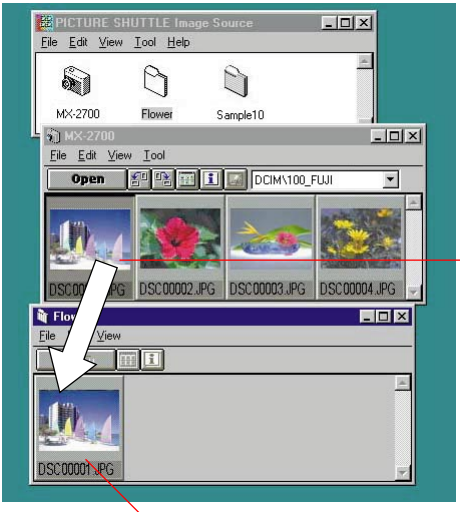
1. Open the Index window for the connected camera.



2. Open the Index window for the folder in which you want to save the image.



3. Select the image to be transferred and then drag it to the destination folder and drop it.



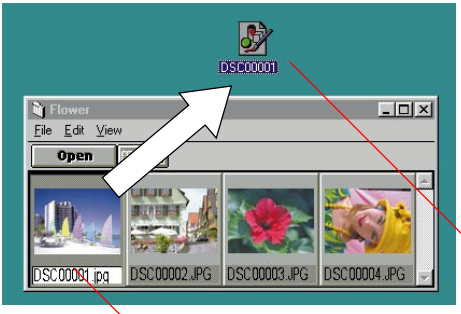
You can also transfer multiple images. To select multiple images, hold down the Ctrl key as you click on the images. You can also select all the images by selecting Select All in the Edit menu (or by pressing Ctrl+A).
* This procedure only copies images. It does not erase them.

1) **Select the image to be transferred.**

2) **Drag and drop the image to copy it.**

• Transferring Images to the Desktop

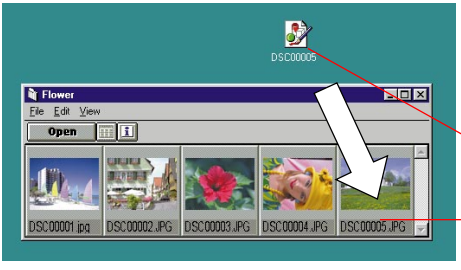
You can also use drag and drop to transfer images between the desktop and an Index window.



Copy the image from the Index window to the desktop.

2) Drag and drop the image to copy it.

1) Select the image to be transferred.

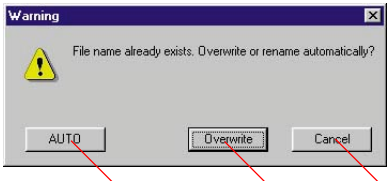


Copy the image from the desktop to the Index window.

1) Drag the desired image,

2) And drop it in the Index window to copy it.

When a file with the same name already exists in the destination folder



Click on Auto to have PICTURE SHUTTLE automatically rename the file.

Cancels copying

Overwrites the existing file

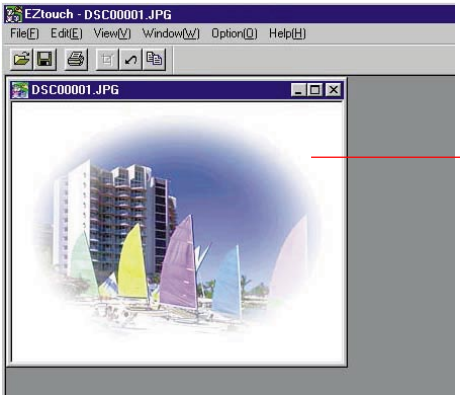
Automatically renames and copies the file

Saving Edited Images to a Folder

This section describes how to save an image to a registered folder after you have changed the image size or applied special effects to the image.

Notes **If your monitor is set to 256 colors or less, this function cannot be used. (See "256 Color Display" on P.2-34)**

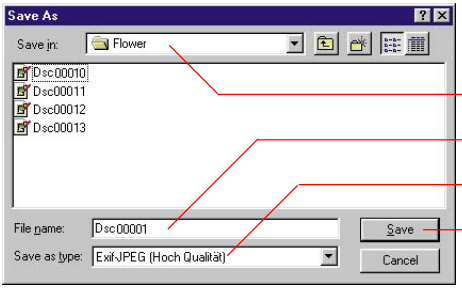
1. Edit the image. (See P.1-17 for information on editing images.)



2. Click on in the toolbar.

Tip **You can also save an edited image by selecting Save As... from the File menu.**

3. The Save dialog box appears.



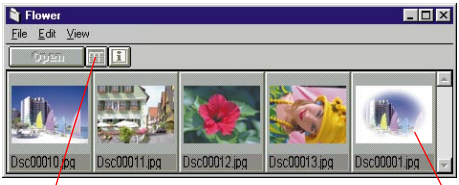
Select a registered folder and save the file.

1) Select a registered folder.
2) Type in the file name.
3) Select the file format.
4) Click on the Save button.

* Select the format for the saved file from the Save as type: list box. The only available file formats are BMP, Exif*-JPEG (High Quality), Exif-JPEG (Medium Quality), Exif-JPEG (Low Quality) and Exif-TIFF.

* When you save a file in the Exif-JPEG format, you can select from 3 image quality settings. However, because images are compressed in the Exif-JPEG format, the image quality suffers.

4. Open the Index window for the saved folder and check the image files. (See P.2-11.)



To display the thumbnail image, click on the frame you want to display then click on the button.

Terminology Note

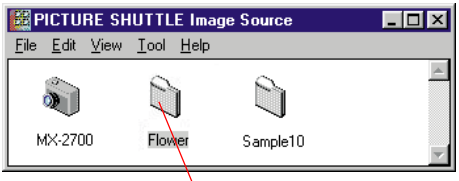
*** Exif File Format**

This is a still image format for full-color images used by digital still cameras. This format also allows information such as the date and time of shooting to be recorded.

Opening Images Saved in a Folder

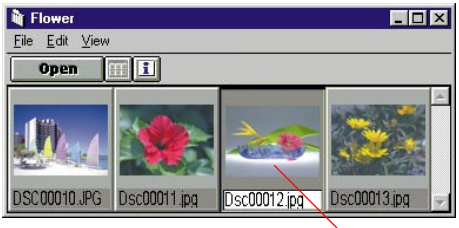
This section describes how to open images you have saved in a folder.

1. Open the folder icon in the Image Source window.



Double-click on the icon for the folder containing the saved image.

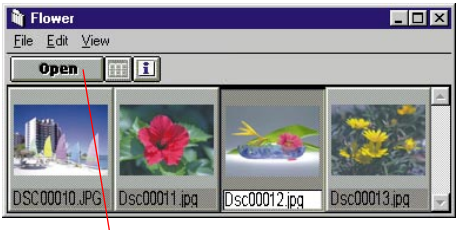
2. The Index window opens. Click on the image you want to open to select it.



Selected image

You can select multiple images by holding down the Ctrl key as you click on the images. You can also select all the images by selecting Select All in the Edit menu (or by pressing Ctrl+A).

3. Click on the Open button.



Click on the Open button.

Tip

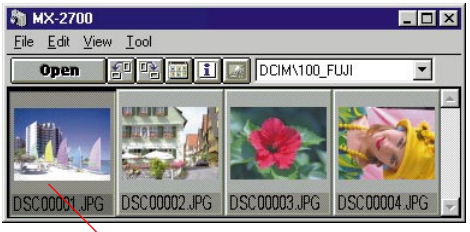
You can also view the image by double-clicking on the selected image or by selecting Open from the File menu.

4. The image opens.

Erasing Unwanted Images

You can use the steps below to erase unwanted images displayed in the Index window.

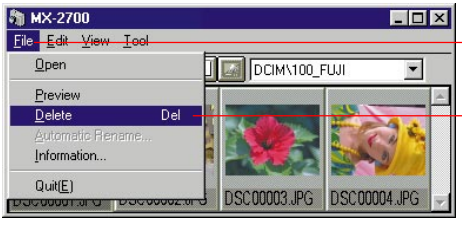
1. Click on the image you want to erase to select it.



You can select multiple images by holding down the Ctrl key as you click on the images. You can also select all the images by selecting Select All in the Edit menu (or by pressing Ctrl+A).

Click on the image to be erased to select it.

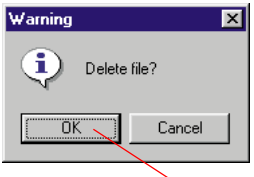
2. Select Delete from the File menu.



1) From the File menu,

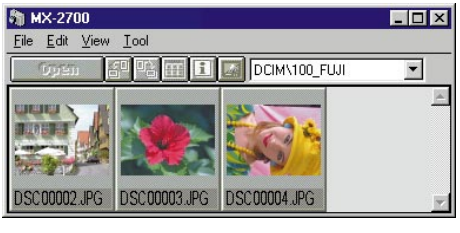
2) Select Delete.

3. A confirmation dialog box appears.



Click on the OK button to erase the image. Click on the Cancel button to return to the previous screen without erasing the image.

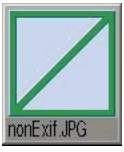
Click on the OK button.



When Thumbnail Images do not Appear

This section explains the situations in which a thumbnail* is not displayed in the Index window.

Shown when the Cancel button is pressed while the file is being downloaded, or when Index Setting in the Tool menu specifies that thumbnails are not displayed.

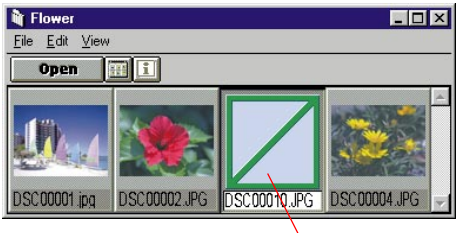


Shown when a file in a registered folder does not have a thumbnail image.

Shown when the image cannot be opened and the thumbnail cannot be displayed because the file format is incompatible.

If the problem with a frame in the folder index is something other than an incompatible file format, use the procedure below to display the thumbnail.

1. Click on the frame you want to view to select it.



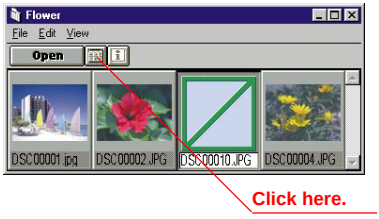
You can select multiple frames by holding down the Ctrl key as you click on the frames. You can also select all the frames by selecting Select All in the Edit menu (or by pressing Ctrl+A).

Terminology Note

*** Thumbnail**

A small image displayed in screens such as index windows.

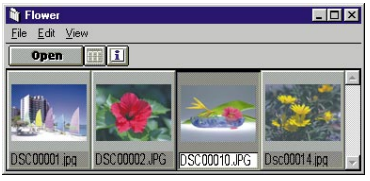
2. Click on .



Tip

You can also display the thumbnail by selecting Preview from the File menu.

3. The thumbnail image is displayed.



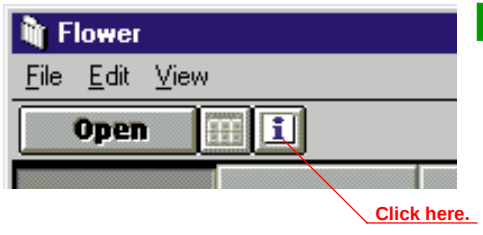
Using the Advanced Functions

Viewing Image Information (Date and Time of Shooting, etc.)

PICTURE SHUTTLE allows you to view image details such as the date and time the image was shot and the shutter speed used.

1. Select the image for which you want to view the details by clicking on it.

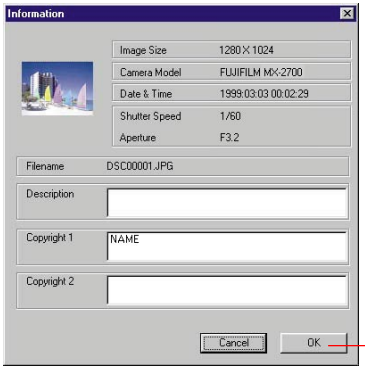
2. Click on the [i] button.



Tip

You can also view the image information by selecting Information... from the File menu.

3. The details are displayed.

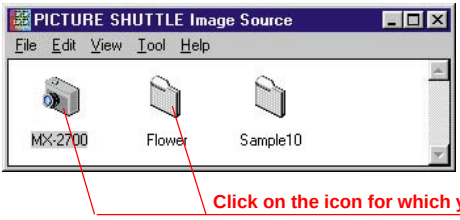


Click on the OK button to close the window.

Viewing Camera and Folder Information

You can use the procedure below to view the location of a registered folder and the camera's communication port information.

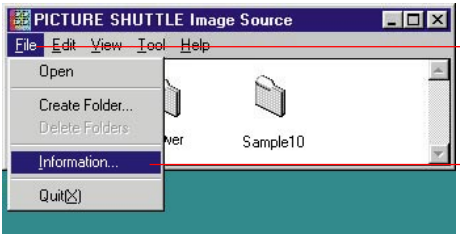
1. In the Image Source window, click on the icon for which you want to view more information.



The details shown for camera icons and folder icons differ.

Click on the icon for which you want to view the information.

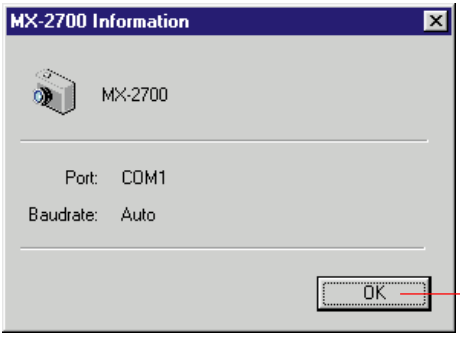
2. Select Information... from the File menu.



1) From the File menu,

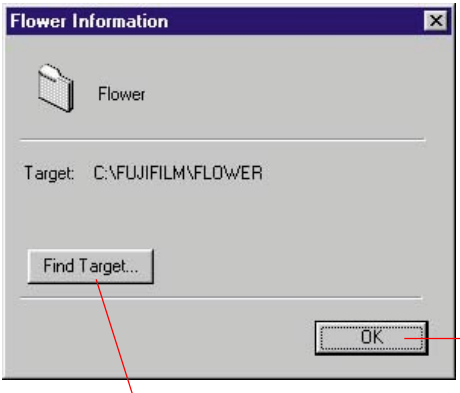
2) Select Information...

3. The camera or folder information is displayed.



For camera icons, the connection port and connection speed are displayed. Click on the OK button to close the window.

Click on OK to close.



For folder icons, the link destination* appears, and you can open the linked folder. Click on the OK button to close the window.

Click on OK to close.

Click on Find Target... to open the linked folder.

Terminology Note

*** Link Destination**

The location of the source folder for the folder registered in the Image Source window.

Changing Image File Names

This section describes how to change the names of the image files displayed in the Index window.Names can be changed automatically or manually.

Notes

- **The file names of images displayed in a camera Index window cannot be changed automatically.**
- **If you change the file name, you will no longer be able to transfer the image to the camera.**

• Automatic Renaming

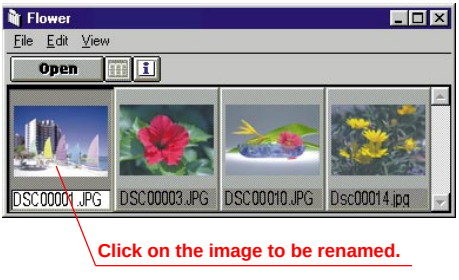
The Auto Rename function allows the names of image files in the Index window to be changed by including the date and time and a specification code in the file name. This can also be used to manage images shot on a camera so that file names are not duplicated.

The example below illustrates how the file name suffixes change during automatic renaming.For image data shot at 9.21 and 15 seconds on March 3rd 1999.
When "FUJI" is entered in the User Settings field, the file name changes as follows:

Date and time specified –> "FUJI1999_0303_092115AA.JPG"
Time only specified –> "FUJI092115AA.JPG"
Date only specified –> "FUJI1999_0303AA.JPG"

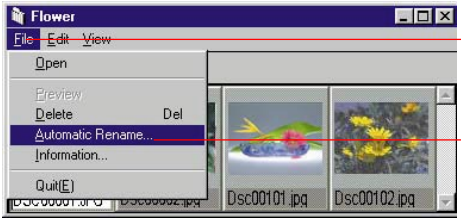
If a modification then produces the same name as already exists, the two-letter code (specification code) added to the end of the file name is incremented automatically to prevent file name duplication. Image files that are not Exif files or that do not have the date and time of shooting recorded are automatically renamed using the time stamp* for the file.

1. Select the image to be renamed by clicking on it.



You can rename multiple images at one time by selecting multiple images. To select multiple images, hold down the Ctrl key as you click on the images. You can also select all the images by selecting Select All in the Edit menu (or by pressing Ctrl+A).

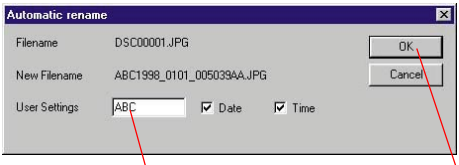
2. Select Automatic Rename* from the File menu.



1) From the File menu,

2) Select Automatic Rename.

3. Specify the Auto Rename settings.

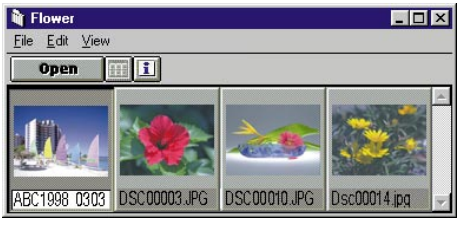


In the User Settings field, type in the characters to be used at the start of the filename and then specify whether the date and time are to be appended.

1) Specify the characters.

2) Click on the OK button.

4. The file is automatically renamed



You can use the Detail Display mode (P.2-31) to check the new file names.

Terminology Note

*** Time Stamp**

The time stamp is the record of the date and time on which the file was last modified.

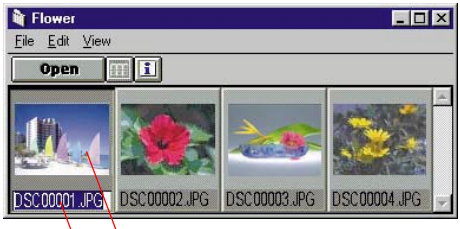
*** Automatic Rename**

The automatic allocation of a new name for a file.

• Manual Renaming

Use the procedure below to manually rename a file.

1. Highlight the file name.



1) Click on the image to be renamed.

2) Click on the file name.

2. Type in the new file name.

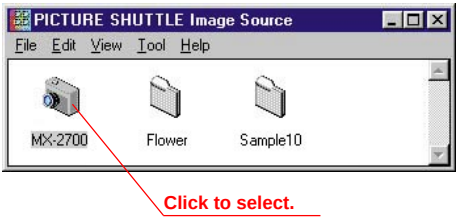
1) Type in the new file name.

2) Press the Enter key on the keyboard.

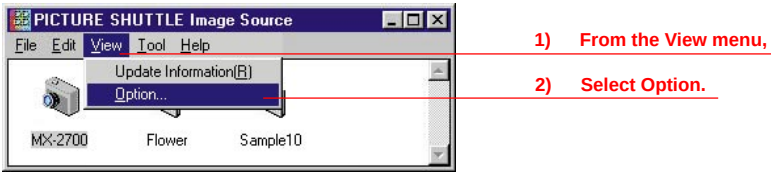
Setting Copyright, Date and Time to the Camera

This function specifies settings on cameras that support date and time recording functions and a copyright function*.

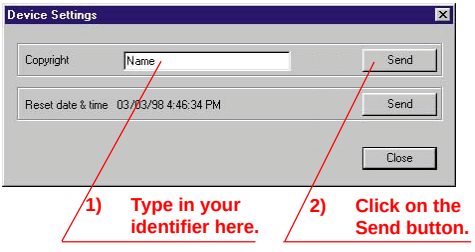
1. Select the camera icon.



2. Select Option from the View menu.



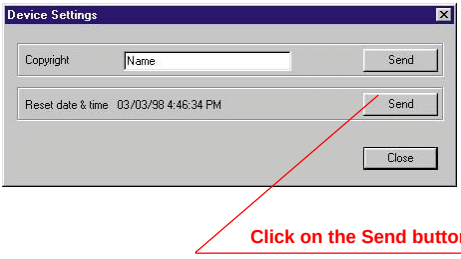
3. Specify the Copyright setting.



When you type in an identifier, such as your name, in the Copyright field and click on the Send button, the identifier you typed in is sent to the device. From that point on, this identifier is recorded in all the images shot and can be viewed in the Copyright 1 field in the Details window (see P.2-16).

Notes **The Send button is only enabled for compatible devices. For all other devices, the Send button is grayed out* and cannot be selected.**

4. Set the date.



When you click the Send button for the date and time, the currently displayed date and time is sent to the device.The date and time for all images shot subsequently are then recorded by the reset internal clock and can be viewed in the Details window.

Notes **The Send button is only enabled for compatible devices. For all other devices, the Send button is grayed out and cannot be selected.**

Terminology Note

*** Copyright Function**

The copyright function records and displays the copyright information. If you specify the copyright in the camera, the copyright information is automatically recorded in the Copyright 1 field for images shot from that point on.

*** Graying Out**

This refers to the display mode for menu items and buttons that are shown in gray to indicate that they are disabled.

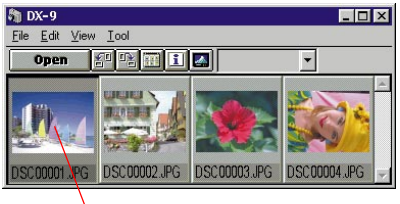
Viewing Images on the Camera's LCD Monitor

You can view images on a TV set or monitor by connecting the camera's video output jack to the video input jack on the TV set. This feature is supported on the DX-9 ZOOM and DX-7 but not on the MX series and DX-8 digital cameras. On the DX-9 ZOOM and DX-7 digital cameras, you can also use the camera's remote video playback* function to view images out of sequence.

1. Click on the button so that it clicks down.

* DX-9 ZOOM screen

2. Click on an image.



The selected image is played back as video on the camera.

Notes **This function can only be used if the selected camera supports a remote video playback function. For devices that do not support a remote video playback function, the button is grayed out and cannot be selected. All images that were selected when operation was switched to video playback mode are deselected.**

Terminology Note

*** Remote Video Playback**

A function that allows you to control the camera from your PC and view the images on the camera as video output.

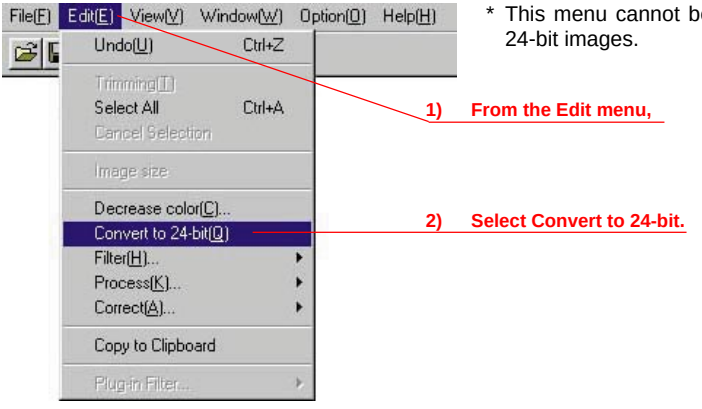
*** Graying Out**

This refers to the display mode for menu items and buttons that are shown in gray to indicate that they are disabled.

Editing Non-24-bit Image Data

Use this procedure to convert non-24-bit image data to 24-bit data. Converting an image to 24-bit data allows better results to be obtained when the image is edited. Images downloaded from the camera are 24-bit data and do not require conversion.

1. Select Convert to 24-bit* from the Edit menu.



* This menu cannot be selected for 24-bit images.

Terminology Note

*** Convert to 24-bit**

Refers to the process of converting index color or gray scale images to full-color images with 8-bit depth for each RGB color.

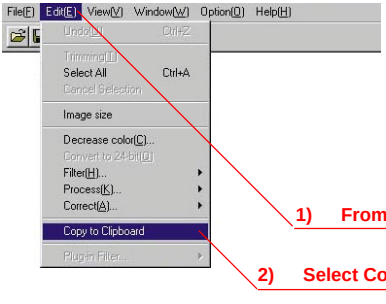
Pasting Images into Text Documents

Use the procedure below to paste the image shown in the Image window into a document in a word processor or other application.

1. Open the Image window.

Image window.

2. Select Copy to Clipboard* from the Edit menu.



You can also select a portion of the image to be pasted. To select an area, drag* the mouse over the desired portion of the image and then select Copy to Clipboard from the Edit menu.

Terminology Note

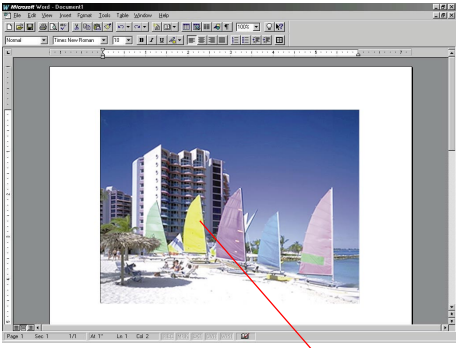
*** Drag**

Refers to the action of moving the mouse with the mouse button held down.

*** Clipboard**

A shared storage area that can be accessed by various kinds of applications.

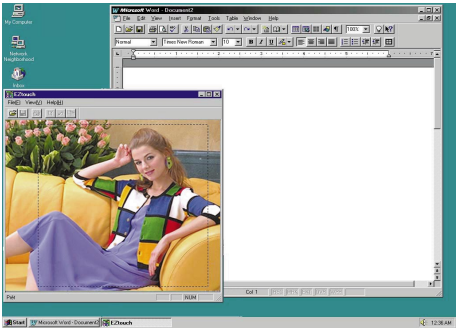
3. Open a document created in another application.



Paste the image into the document. In most applications, selecting Paste from the Edit menu pastes the image into the document.
(In some applications, the method may differ or pasting may not be possible. Refer to the user's manual supplied with the application.)

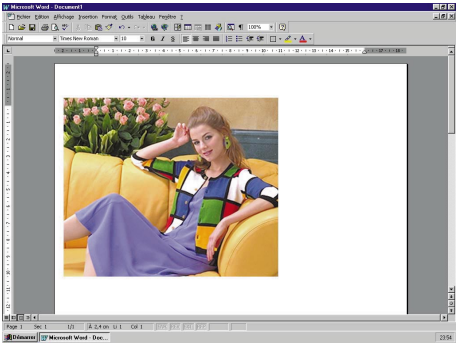
• Using Drag and Drop to Paste an Image

1. Select a portion of the image and then drag the selected portion and drop it into the target document.



You can paste an image into a document in Microsoft Word by dragging the image and dropping it into the document.

2. The image is pasted into the document.

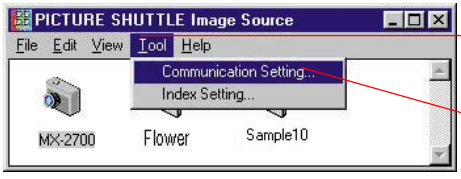


If you double-click on the pasted image, the edit functions of the PICTURE SHUTTLE Image window appear.

Customizing PICTURE SHUTTLE

Problems Downloading Camera Images <Communications Settings>

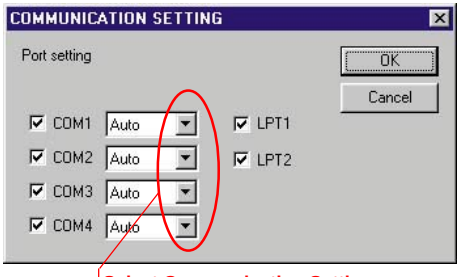
1. Select Communication Setting from the Tool menu.



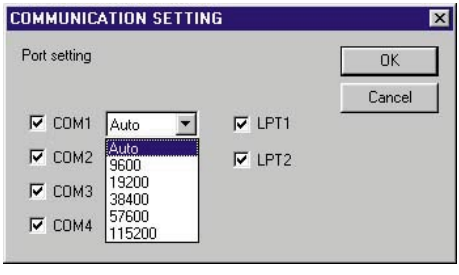
1) From the Tool menu,

2) Select Communication Setting.

2. The Communication Setting dialog box appears.



Select Communication Settings.



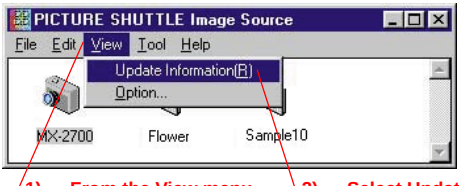
• Connection Speed Setting

The default setting for the connection speed is AUTO, which determines the connection speed automatically. Leave the setting on AUTO unless communication errors occur.
If communication errors occur frequently, switch the camera off and then on again. Then, beginning with the highest baud rate(connection speed), set progressively lower rates until the errors cease to occur.
While the likelihood of errors decreases with lower baud rates, the time required to receive an image increases.

• Port Selection Checkboxes

Problems with PICTURE SHUTTLE operation can be remedied by unchecking the checkboxes for ports to which the camera is not connected.

3. Select Update Information from the View menu.



1) From the View menu,

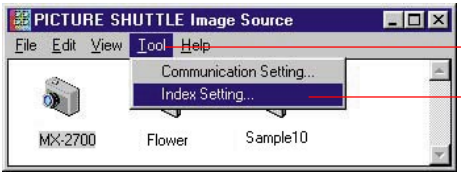
2) Select Update Information.

If a camera has just been connected to a previously vacant port*, the Update function automatically rechecks the ports.
The icon for the connected camera appears in the window.

When Thumbnails are Not Required <Index Settings>

Use the procedure below to specify that thumbnail images not be displayed.

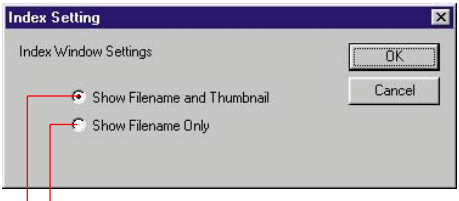
1. Select Index Setting from the Tool menu.



1) From the Tool menu,

2) Select Index Setting.

2. Specify the thumbnail settings.



Click here to suppress thumbnail display.

Click here to display thumbnails.

Selecting Show Filename and Thumbnail displays all the thumbnails for checking. This is ideal when you want to view images as you transfer them. (Default setting)

Selecting Show Filename Only displays the Index window quickly since no thumbnails are shown. Use this option if you want to transfer files without checking the contents.

Terminology Note

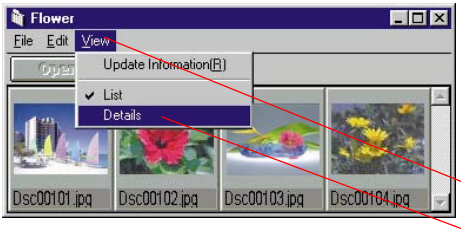
*** Port**

A connector used by a computer for data input and output.

Changing to Detail Display Mode for Index Windows

If you switch to Detail Display mode in the Index window, the date and time of shooting and the file size are always shown for each image.

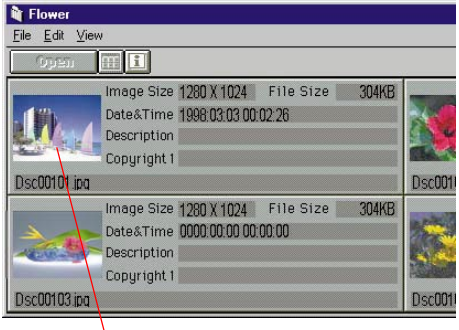
1. Select Details from the View menu.



To switch back to the original display mode, select List from the View menu.

1) From the View menu,

2) Select Details.



Detail display

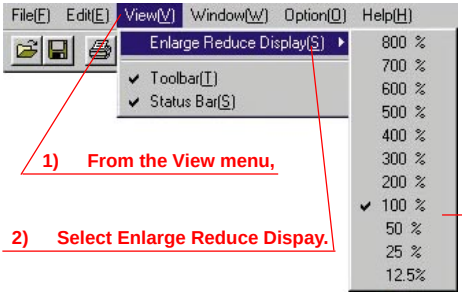
Changing the Image Window Display

Use the procedure below to set options such as the toolbar display, the display scale and the shape of the cursor.

• Scale Display

You can reduce the image displayed down to 12.5% or enlarge it up to 800% of its current size.

1. Select Enlarge Reduce Display from the View menu and select a scale.

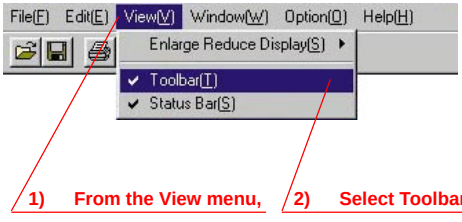


The size of the image displayed changes, but the original image data is not changed.

• Show/Hide Toolbar

This option allows you to specify whether the toolbar is displayed.

1. Select Toolbar from the View menu.



To display the toolbar, select Toolbar from the View menu again.

• Show/Hide Status Bar

The status bar shows the program status and displays explanations. This option allows you to specify whether the status bar is displayed.

1. Select Status Bar from the View menu.

1) From the View menu,

2) Select Status Bar.

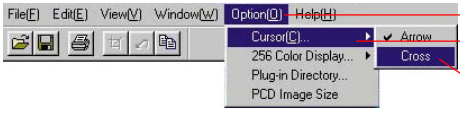
To display the status bar, select Status Bar from the View menu again.

Status Bar

• Cursor Shape

You can select an arrow or a cross-hair as the shape of the cursor used to select area. The default shape is the arrow.

1. Select Cursor from the Option menu and then select the cursor shape.



1) From the Option menu,

2) Select Cursor.

3) Select the cursor shape.

• 256 Color Display

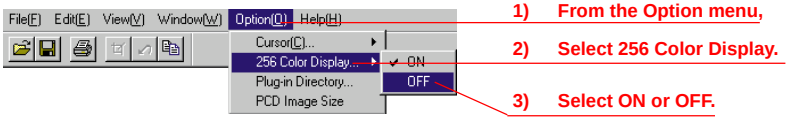
If your monitor supports 256 colors, this option displays images in 256 colors. If your monitor displays more than 256 colors, this option is not available. It is only valid for monitors that display images in 256 or fewer colors.

Notes

If the number of colors specified in the Display Properties window on your PC is 256, any image displayed in the Image window is automatically reduced to 256 colors. When this occurs, note the following:
(1) The image is printed in 256 Colors also.
(2) You cannot edit the image.
(3) When you save the image, it can only be saved in the BMP format.

To avoid these problems, set "256 Color Display" in the Option menu to OFF and then display the image again.
Once you do this, you can:
(1) Print the image in full color.
(2) Edit the image.
(3) Save the image in the JPEG or TIFF format.
Note that though this detracts from the quality of the colors displayed on the screen, it does not affect the image data itself.

1. Select 256 Color Display from the Option menu and select ON or OFF.



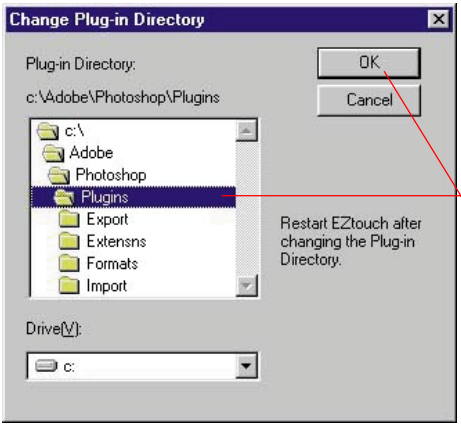
Using Additional Special Effects for Images

Use the procedure below to specify the folder containing plug-in software* sold for Adobe Photoshop. (Third-party plug-in software must be purchased separately.)

* PICTURE SHUTTLE supports the plug-in filters in the Adobe Gallery Effects Vols 1 to 3.

1. Select Plug-in Directory from the Option menu.

2. Select the directory in which the plug-ins were installed.



* If you have changed the plug-in directory, you must restart PICTURE SHUTTLE.

Terminology Note

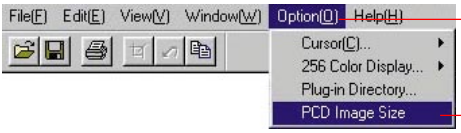
*** Plug-In**

Software used to extend the functions of an application.

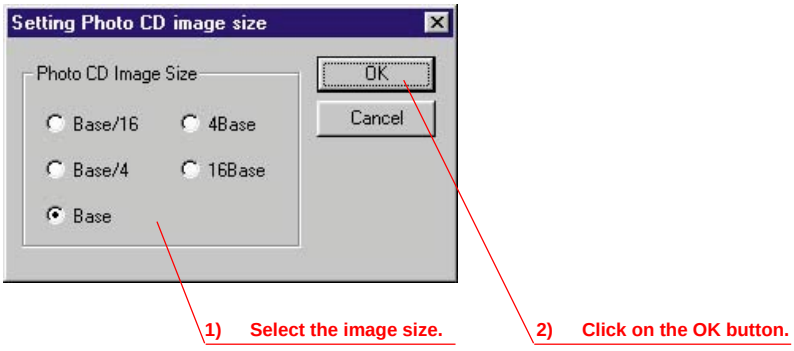
Before Opening Photo CD Images

When you are opening photo CD images, use the procedure below to specify the image size.

1. Select PCD Image Size from the Option menu.



2. Select the image size and click on the OK button.



*** The photo CD sizes are as follows:**

- Base/16 : 128 x 192 pixels
- Base/4 : 256 x 384 pixels
- Base : 512 x 768 pixels
- 4Base : 1024 x 1536 pixels
- 16Base : 2048 x 3072 pixels

Chapter 3
Using Other Software to Download Images from the Camera

This chapter describes how to use third-party software (such as Adobe PhotoDeluxe) to download images.

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The following applications have been confirmed by Fujifilm as being compatible with DS SERIAL TWAIN:

PhotoEnhancer Ver.3.2
Adobe PhotoDeluxe Ver.2.0
Adobe PhotoDeluxe Home Edition Ver 3.0
Adobe Photoshop Ver.4.0
Adobe Photoshop Ver.5.0
MGI PhotoSuite SE Ver.1.0

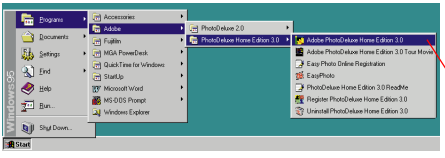
About DS SERIAL TWAIN

The DS SERIAL TWAIN* driver provides the following functions:

- **Displays a list of the image data stored on a digital camera.**
- **Downloads image data directly into image processing software* such as Adobe PhotoDeluxe. (See P.3-1 for a list of supported applications.)**

Procedure Overview

1. Start up the application to be used to download the images.



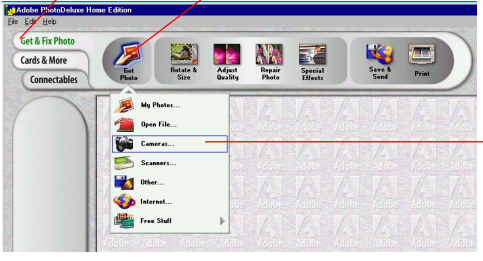
The descriptions in this manual use Adobe PhotoDeluxe Home Edition 3.0 as an example.
The procedure for other applications is a little different.

Select PhotoDeluxe.

2. Click on the Get Photo button in the Get & Fix Photo tab and select Cameras... from the pull-down menu.

1) Select Get & Fix Photo tab,

2) Click on the Get Photo.



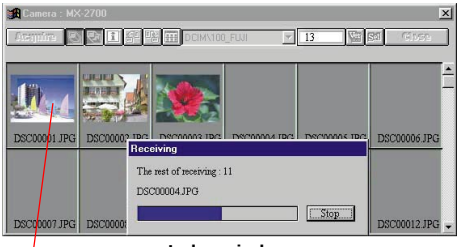
The software connects to the camera. See “Starting Up DS SERIAL TWAIN” on P.3-5 for details.

3) Select Cameras

3. Click on the 1 Camera tab and then select FUJIFILM_DSS from the Camera Models list .

4. Click on the Open Camera button.

5 The Index window appears showing the thumbnail images*.

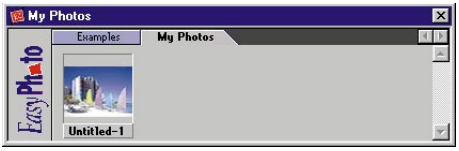


A list of the images stored on the camera appears. See “The Index Window” on P.3-9 for details.

6. Click on the image you want to download and then click on the Acquire button.

The image is downloaded into the application. See “Downloading Images from the Camera” on P.3-11 for details.

7. The image is downloaded.



Terminology Note

*** Image Processing Software**

Application software that modifies or enhances images downloaded from a device such as a digital camera.

*** Thumbnail Image**

A small image displayed in screens such as index windows.

*** TWAIN**

A global standard interface between application software and image capture devices such as digital cameras and scanners.

Starting Up and Quitting

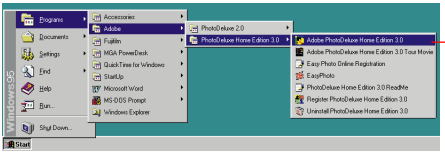
Starting Up DS SERIAL TWAIN

Here, the Adobe PhotoDeluxe software is used as an example of how to start up DS SERIAL TWAIN*.

* Other third-party TWAIN-compatible applications include Adobe Photoshop . (See P.3-1 for a list of compatible applications.)

(1) Select TWAIN.

1. Start up PhotoDeluxe.



2. Click on the Get Photo button in the Get & Fix Photo tab and select Cameras... from the pull-down menu.

Terminology Note

*** TWAIN**

A global standard interface between application software and image capture devices such as digital cameras and scanners.

3. Click on the 1 Camera tab and then select FUJIFILM_DSS from the Camera Models list.

Select FUJIFILM_DSS.

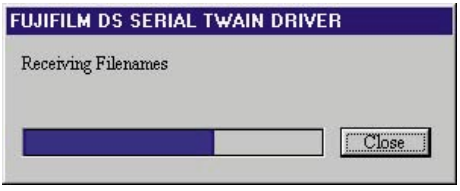
* In other applications, “Select TWAIN_32 Source” is often the item to be selected from the File menu.

(2) Start up TWAIN.

1. Click on the Open Camera button.

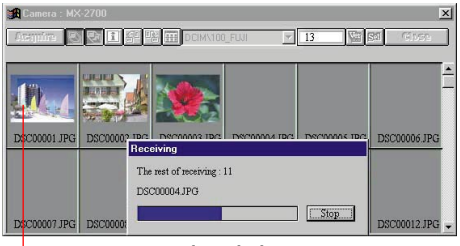
* In other applications, “TWAIN_32” is often the item to be selected from the File menu.
* Some applications may not support the Download Consecutive function.

2. The Receiving Filenames window appears.



Click on the Close button to interrupt the procedure.

3. The Index window appears and the thumbnail images* are downloaded.



Index window

Thumbnail images

Click on the Stop button to stop thumbnail downloading. If you already know the name of the file you want to download, you can stop thumbnail downloading to save time.

Notes **If there is a file that DS SERIAL TWAIN cannot read, the thumbnail is not displayed in the Index window.**

Terminology Note

*** Thumbnail Image**

A small image displayed in screens such as index windows.

Quitting DS SERIAL TWAIN

Click on the Close button to quit DS SERIAL TWAIN*.

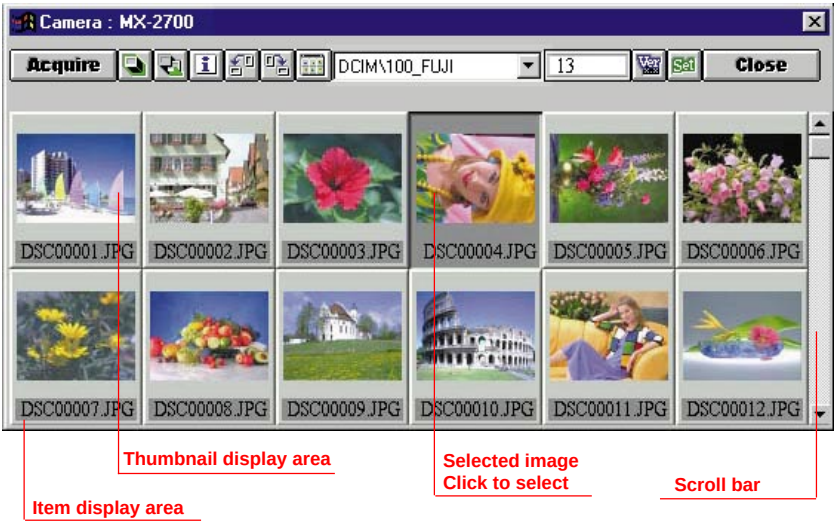
Terminology Note

*** TWAIN**

A global standard interface between application software and image capture devices such as digital cameras and scanners.

Viewing Camera Images

The Index Window



Index Window Button Functions

Acquire button
Downloads the selected image from the camera. This button is only enabled when an image is selected.

Select All button
Selects all the images. If all the images are already selected, clicking on this button deselects the images.

Select Page button
Selects all the images currently shown in the Index window. If all the images shown are already selected, clicking on this button deselects the images.

Details button
Displays the details window for the selected image. This button is disabled if multiple images are selected.

Rotate 90° Left button
Clicking on this button rotates the selected image 90° counter-clockwise.

Rotate 90° Right button
Clicking on this button rotates the selected image 90° clockwise.

Get Thumbnail button
Clicking on this button downloads and displays the thumbnail image for the selected frame.

Folder selection menu
When there are multiple folders on the camera, use this menu to select the folder. (Supported on the MX Series, DX-10 and DX-8) (See “Dealing with Multiple Folders on the Camera” on P.3-14.)

Frame number display
Shows the frame number in the selected folder on the digital camera.

Version Info button
Displays the Version Info window.

Set button
Opens the window used to specify the item settings and communications settings.

Close button
Closes the Index window and quits TWAIN*.

Thumbnail Display Area
Displays the thumbnail images.

Item Display Area
Displays the image attributes. The default attribute displayed is the file name. The date, time and image size can also be displayed. Use the settings window to select the attributes to be displayed.

Scroll Bar
Scrolls the images up or down a row at a time.

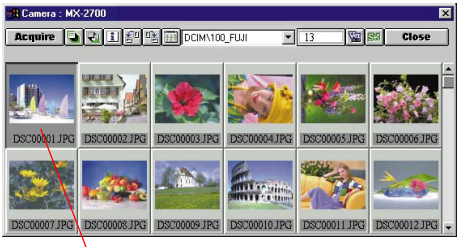
Terminology Note

*** TWAIN**

A global standard interface between application software and image capture devices such as digital cameras and scanners.

Downloading Images from the Camera

1. Click on the image you want to open to select it.



You can select multiple images by holding down the Ctrl or Shift key as you click on the images. You can also select all the images shown by clicking on the (Select Page) button or all the images in the current folder by clicking on the (Select All) button.

2. Click on the Acquire button.

Tip **You can also download an image by double-clicking on the selected image.**

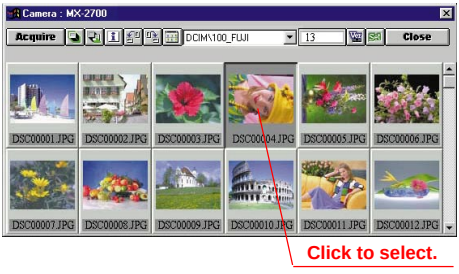
Notes **If you started up DS SERIAL TWAIN from an application that does not support consecutive image downloading in TWAIN, DS SERIAL TWAIN quits after the first image is transferred.**

3. The image is downloaded and displayed.

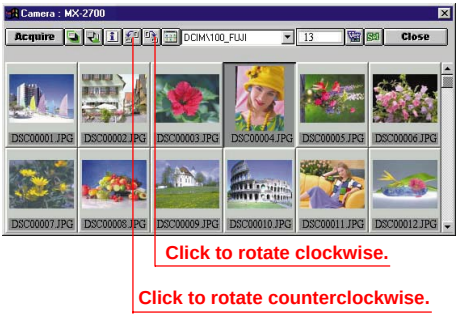
Rotating Images

When the image is displayed on its side, use this procedure to turn it upright.

1. Click on the image to be rotated to select it.



2. Click on the button to rotate the image counterclockwise or the button rotate the image clockwise.

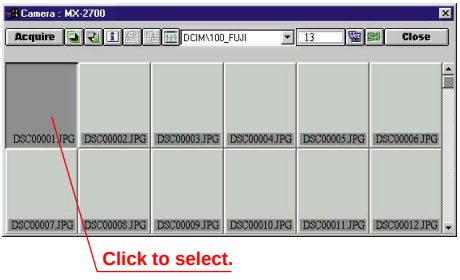


3. If you click on the Acquire button when the image is rotated, the image is downloaded in the rotated orientation.

Displaying Thumbnail Images Manually

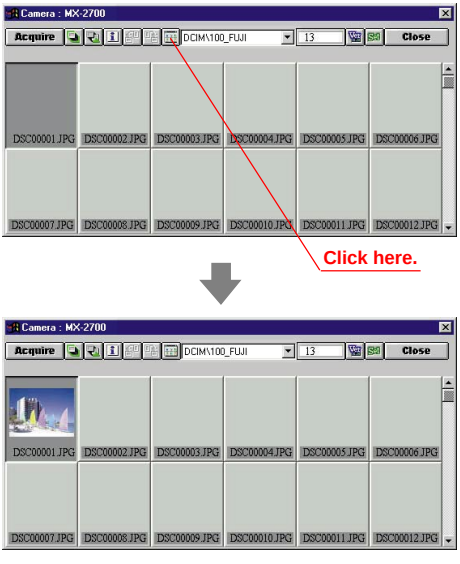
Thumbnail images are automatically displayed at startup. However, if you already know which frame you want to download (such as the last image shot), you can stop thumbnail downloading at startup and manually display the thumbnail image you want to see.

1. Select the frame for the thumbnail you want to view by clicking on it.



You can select multiple frames by holding down the Ctrl or Shift key as you click on the frames. You can also select all the frames shown by clicking on the (Select Page) button or all the frames in the current folder by clicking on the (Select All) button.

2. Click on the button.



Tip **You can also view a thumbnail image by double-clicking on the selected frame.**

The thumbnail image is displayed.

Notes **If there is a file that DS SERIAL TWAIN cannot read, its thumbnail image is not displayed in the Index window.**

Dealing with Multiple Folders on the Camera

If there are multiple folders on the camera, select the folder you want to open from the folder selection pull-down menu. You can use this feature when images shot on another manufacturer's digital camera are stored on the same SmartMedia.The folder selection menu is available for the MX series, DX-10 and DX-8.

1. Click and hold down the mouse button on the folder selection menu.

A list of the folders stored on the camera appears.

* The folder for images shot using Fujifilm digital cameras is "IMFIDX10", "IM01FUJI" or "DCIM\100_FUJI" etc.

2. Select the folder you want to open and release the mouse button.

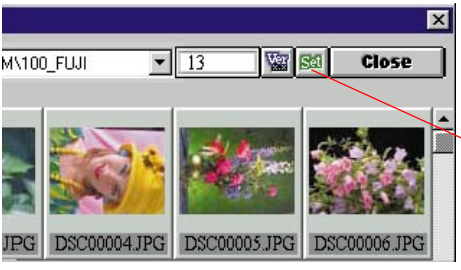
The images in the folder are displayed.

Other Functions

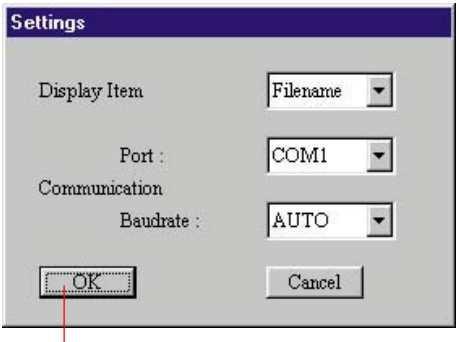
Problems Downloading Camera Images <Communications Settings>

The communication settings specify the camera port* and the connection speed. Use these settings to remedy communication problems.

1. Click on the Set (Set) button to open the Settings dialog box.



2. Set the camera port and the connection speed.



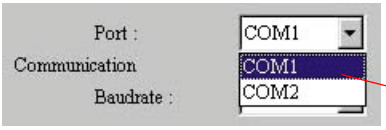
• Camera Port setting

Set the port to which the cable linking the PC and the digital camera is connected.

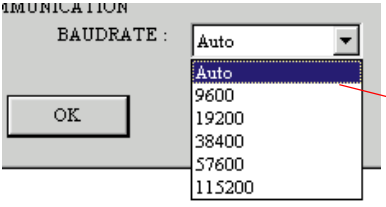
• Connection Speed setting

The default setting for the connection speed is AUTO, which determines the connection speed automatically. Use the AUTO setting unless a communication error occurs or the “This image format cannot be proceeded” message appears.

If communication errors occur frequently, switch the camera off and then on again. Then, beginning with the highest baud rate, set progressively lower rates until the errors cease to occur.While the likelihood of errors decreases with lower baud rates, the time required to receive an image increases.



Select the port.



Select the connection speed.

Terminology Note

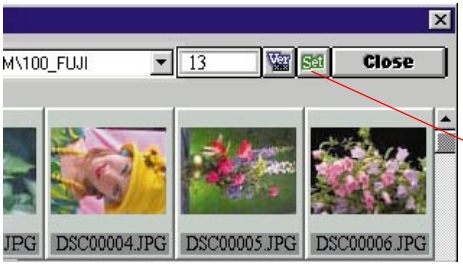
*** Camera Port**

The socket on your PC to which the camera is connected.

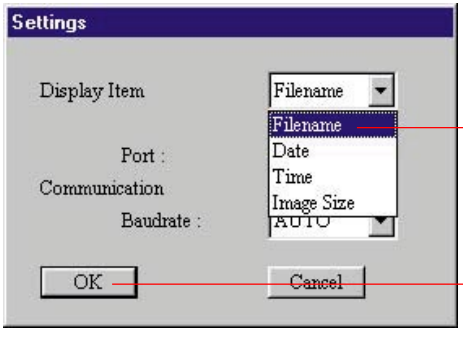
Changing the Index Window Display

This section describes how to change the information shown in the item display area.
The item display area is below the thumbnail display area and shows the image attributes. You can use the item display settings to select whether the file name, date, time and image size attributes are displayed. The default attribute displayed is the file name. (The date and time are not shown for the DX-5.)

1. Click on the Set (Set) button to open the Settings window.



2. Specify the settings for the item displayed.



Select Filename, Date, Time or Image Size.

1) Select an item.

2) Click on the OK button.

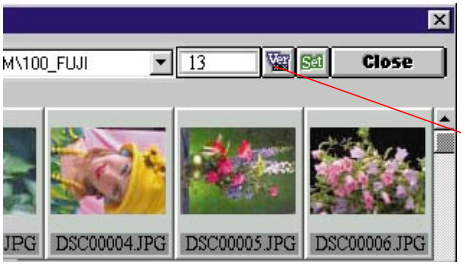
3. The information displayed changes.

Display showing the setting changed to Date.

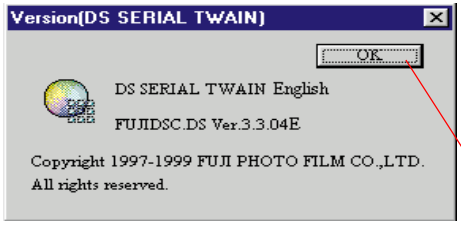
Checking the Version

Use this procedure to view the DS SERIAL TWAIN* version information.

1. Click on the (Version Info) button.



2. The version information appears.



Click on the OK button to close the window.

Terminology Note

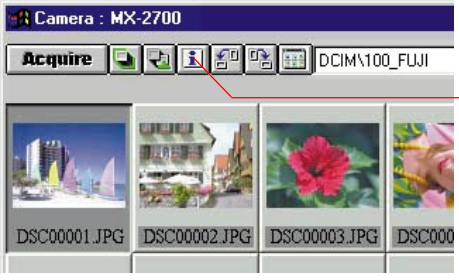
*** TWAIN**

A global standard interface between application software and image capture devices such as digital cameras and scanners.

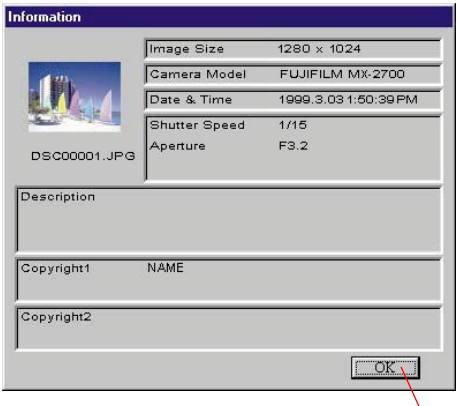
Viewing the Image Information

Use the procedure below to view information such as the date and time of shooting and the shutter speed.

1. Click on the (Details) button.



2. Image information such as the image size and the date and time of shooting is displayed.



Click on the OK button to close the window.

Chapter 4
Troubleshooting

This chapter tells you what to do if an error occurs. If an error does occur, check here first.

Troubleshooting 4-2
Problems with PICTURE SHUTTLE 4-2
Problems with the DS SERIAL TWAIN Driver 4-8

Troubleshooting

Problems with PICTURE SHUTTLE

When PICTURE SHUTTLE starts up

Problem	Cause	Solution
The "This application runs with Windows 95 / 98 / NT 4.0." message appears at startup.	Your version of Windows is too old to run PICTURE SHUTTLE.	Run the program on Windows 95 / 98 or Windows NT 4.0.

When you run Update in the Image Source window to recognize a device

Problem	Cause	Solution
The icon for the connected device does not appear in the Image Source window.	The device is switched off.	Switch the device on.
	The device is not connected.	Connect the device to the computer and switch the device on.
	The port* to which the device is connected is being used by the operating system.	Connect the device to a different port. Alternatively, change the operating system settings so that the operating system is no longer using the port.
	The port to which the device is connected is being used by another application.	Connect the device to a different port. Alternatively, quit the application that is using the port.
The "Unsupported equipment connected. This equipment will be ignored." message appears.	The connected device is not supported by PICTURE SHUTTLE.	In the Communication Settings dialog box, uncheck the port to which the unsupported device is connected.

Terminology Note

*** Port**

A connector used for data input and output on a computer.

When you double-click on a device icon in the Image Source window to open the Index window

Problem	Cause	Solution
The “The selected port is not supported, or the OS or other applications are in use.” message appears.	Device connection failed because the port cannot be used.	Quit any other applications that are using the port. Alternatively, connect the device to a different port and then select Update Information from the View menu.
The “Equipment is not connected or power is off.” message appears.	The device is switched off.	Switch the device on.
	The device is not connected.	Connect the device to the computer and switch the device on.
	The port to which the device is connected was changed.	Select Update Information from the View menu.

When you double-click on a folder icon in the Image Source window to open the Index window

Problem	Cause	Solution
The “Folder not found” message appears.	The folder was registered on a removable disk* and the disk was subsequently switched.	Insert the original removable disk. Alternatively, deregister the folder.
	The folder on the disk was registered and the folder was subsequently deleted.	The registered folder cannot be used. Deregister the folder.

When you select an image in the Index window and open the Image window

Problem	Cause	Solution
The Open button is disabled (grayed out).	The EZtouch image processing application is not installed.	Install SOFTWARE FOR FUJIFILM DIGITAL CAMERA.

Terminology Note

*** Removable disk**

Data storage media such as floppy disks, MO disks or ZIP cartridges.

When you select “Information” for a frame with no thumbnail image.

Problem	Cause	Solution
The “This image file cannot be used.” message appears.	You cannot view the information for the selected frame because the image file is not an Exif-format file.	Open the image using EZtouch and then save the image as an Exif-JPEG or Exif-TIFF file.

When you copy a file by dragging it to a folder index and dropping it.

Problem	Cause	Solution
The “Process aborted, File is locked.” message appears when overwriting is specified.	The file to be overwritten is locked.	Unlock the file to be overwritten. Alternatively, close any other application that is using the file.
The “Process aborted, I/O error occurred.” message appears.	A disk I/O error occurred.	Use an error-free 3.5-inch floppy disk or removable disk.
	The disk is full.	Delete any unwanted files on the disk to increase the amount of free space so that the file can be copied.
The “This file format is not supported.” message appears.	The file format is not supported by PICTURE SHUTTLE.	Use an image processing software such as EZtouch to convert the file format to one that is supported by PICTURE SHUTTLE. (Note 1)

Note 1: PICTURE SHUTTLE for Windows supports the BMP, Exif-JPEG, Exif-TIFF and JPEG file formats.

When you copy a file to a device by dragging it to the device index and dropping it.

Problem	Cause	Solution
The "This file name is not supported by this equipment." message appears.	An attempt was made to transfer an image with a file name that is not supported by the destination device.	In My Computer or Windows Explorer, change the file name to one that is supported by the device. –> Refer to Owner's Manual for the device.
The "Files exceeded 255 Kbytes cannot be sent to this equipment." message appears.	An attempt was made to transfer a file larger than 255 kilobytes to a camera that only supports file transfer up to 255 kilobytes (DS-7, DX-5 or DX-7).	Use a card adapter such as FlashPath or the PC-AD3 to transfer the file. Alternatively, transfer the file to a camera that can handle files larger than 255 kilobytes (such as the MX series, DX-9 ZOOM or DX-8).
The "Insufficient card capacity for this unit" message appears.	There is not enough free space on the SmartMedia in the camera to copy the file.	Change to a SmartMedia card with sufficient free space, or delete some unwanted files on the card.
The "The dropped file cannot be used by this equipment." message appears.	The dropped file cannot be read by this camera.	Use EZtouch to convert the file to a format that is supported by the camera. –> Refer to Owner's Manual for the camera.
The "Card is write-protected." message appears.	The SmartMedia in the device is write protected.	Remove the write-protect sticker.

When automatic renaming is specified for drag and drop copying

Problem	Cause	Solution
The "Cound not create a valid file name." message appears.	The automatic renaming function could not generate a unique file name.	When the file is being copied from a folder index, change the file name to one that does not duplicate an existing file in the copy destination and then copy the file again.
The "Image files other than Exif format files cannot be named automatically." message appears.	The file being copied is not an Exif-format file.	When the file is being copied from a device index, first copy the file to a folder or to the desktop, and then change the file name to one that does not duplicate an existing file in the copy destination and copy the file again.

When you are using the Auto Rename function to rename files using information such as the date

Problem	Cause	Solution
The “Process was aborted as the file name already exists.”message appears.	The file could not be automatically renamed because the name to be used for automatic renaming is already in use by another file.	Type in the user-defined characters that do not duplicate an existing file name.

When you are changing an image file name

Problem	Cause	Solution
The “Not valid as a file name bacause it is too long.” message appears.	The character string typed in as the file name is too long.	Use a file name of 255 characters or less.
The “*Filename* is not valid as a file name because it includes an illegal character.” message appears.	The character string typed in includes characters that cannot be used in a file name (“\”, “/”, “?”, etc.).	Delete any illegal characters from the file name.

Other errors

Problem	Cause	Solution
The “Process aborted, insufficient memory.” message appears.	There is not enough memory.	Quit any other applications that are running. Alternatively, use the Control Panel to set the virtual memory.
The “A card has not been inserted.” message appears.	The SmartMedia has been removed.	Switch off the device, insert the SmartMedia, and then switch the device back on.
The “Device error, please check equipment.” message appears.	A card read error occurred.	Format the SmartMedia on a Fujifilm device. If the error still recurs, use an error-free card.
The “The PC mode has been cancelled.” message appears.	The device is no longer in PC mode.	Set the device to PC mode. –> Refer to the user’s manual for the device.
The “Device error, low battery.” message appears.	There is too little charge remaining in the device batteries.	If the device uses rechargeable batteries, charge the batteries. If the device does not use rechargeable batteries, load new batteries. Alternatively, use the AC adapter.
The “Communication error.” message appears.	The stipulated cable is not being used.	Use the cable supplied with the device.
	A device such as a serial switcher is being used between the device and the computer.	Connect the computer and the device directly using the cable supplied.
	There is too much ambient electrical noise.	Lower the baud rate in the communication settings.

Problems with the DS SERIAL TWAIN Driver

When you select TWAIN

Problem	Cause	Solution
"FUJIFILM_DSS" is not listed in the Select TWAIN dialog box.	Some or all of the DS SERIAL TWAIN files have been deleted.	Re-install Software for Fujifilm Digital Camera.
	DS SERIAL TWAIN is not installed.	

At TWAIN startup or when you switch ports in the communication settings

Problem	Cause	Solution
The "Unsupported equipment connected. This equipment will be ignored."message appears.	The connected device is not compatible with DS SERIAL TWAIN.	Specify the correct port in the Communication Settings dialog box.
The "Camera is disconnected, or power-off." message appears.	The camera is not switched on.	Switch the camera on.
	The camera is not connected.	Connect the camera to the computer and switch the camera on.
	The name of the port to which the camera is connected via the serial cable differs from the port name specified in the communication settings.	Specify the correct port in the Communication Settings dialog box.
The "Selected port is not supported, or used by Operating System or other application." message appears.	The port to which the device is connected is being used by the operating system.	Connect the device to another port, or change the operating system settings to free up the port.
	The port to which the device is connected is being used by another application.	Connect the device to another port, or quit any other applications that are using the port.
	The specified port does not exist in the system.	Connect the device to another port.

Image transfer

Problem	Cause	Solution
The “Not enough memory” message appears.	There is not enough memory.	Quit any other applications that are running. Alternatively, set the virtual memory.
The “This image format cannot be proceeded.” message appears.	The image format is not supported.	Do not select that image.
	The file could not be received correctly because the connection speed is too high.	Lower the baud rate in the Communication Settings dialog box.

Other errors

Problem	Cause	Solution
The “PC mode is not selected.” message appears.	The camera was switched to a mode other than PC mode during operation.	Set the camera to PC mode. –> Refer to the Owner’s Manual for the camera.
The “No Card” message appears.	The SmartMedia was removed from the camera.	Switch off the device, load a SmartMedia, and then switch the device back on.
The “Not enough camera battery.” message appears.	There is not enough battery charge for the camera to run on the batteries.	If the device uses rechargeable batteries, charge the batteries. If the device does not use rechargeable batteries, load new batteries. Alternatively, use the AC power adapter.
The“Communication Error.” or “Could not set the communication speed.” message appears.	The cable supplied with the device is not being used.	Use the cable supplied with the device.
	A device such as a serial switcher is being used between the device and the computer.	Connect the computer and the device directly using the cable supplied.
	There is too much ambient electrical noise.	Lower the baud rate in the Communication Settings dialog box.
	The data cannot be received correctly because too many programs are running on the computer at the same time.	Quit any other applications, or lower the baud rate in the Communication Settings dialog box.

Chapter 5
Appendix

This appendix gives detailed explanations of the terminology used in this User's Guide.

Glossary of Terms 5-2

Glossary of Terms

Application Software
Software programs intended for particular purposes, such as word processing, spreadsheet and graphics programs.

Auto Rename
The automatic allocation of a new name for a file.By automatically renaming multiple images at a time, this software allows images to be arranged by the date and time of shooting.

Baud Rate
The speed of serial communication. Faster speeds increase the likelihood of errors. At 1 baud, data is modulated once per second.

BMP
The standard image file format in Windows. The BMP file name extension is ".bmp".

Camera Port
The port to which a camera is connected.

Clipboard
A shared storage area used to temporarily hold data that has been copied or cut. The clipboard data can also be pasted into other applications. However, data cannot be pasted into an application that does not support the format of the data in the clipboard.

Color Reduction
A process that allows an image to be represented using fewer colors (256, 16 or 2 colors). This process reduces the file size but also degrades the image quality.

Convert to 24-bit
The conversion of images to full-color images in which 8 bits are allocated for each of the RGB colors in each pixel. Thus, 24-bit images can be displayed in up to 16.7 million (224) colors.

Copyright Function
The copyright function records and displays the copyright information. If you specify the copyright in the camera, the copyright information is automatically recorded on images shot from that point on.

Device Icon
Either a camera icon or a printer icon. Indicates a device connected to the personal computer.

Drag
Refers to the action of moving the mouse with the mouse button held down.

Drag and Drop
The action of clicking the mouse button on an icon or thumbnail image, moving the mouse to another location with the button held down so that the object moves with the mouse, and then releasing the mouse button. This technique can be used to move or copy a file.

Emboss
Simulation of a raised effect in text or graphics.

Exif File
Exif (Exchangeable image file format) is a format for full-color images for use in digital still cameras. The Exif file format is compatible with JPEG and TIFF and can be handled by most image processing software. Exif also stipulates a recording method for thumbnail images and camera data.

EZtouch
The application used as the Image window by PICTURE SHUTTLE. EZtouch can be used to edit, save and print images.

Graying Out
This refers to the display mode for menu items and buttons that are shown in gray to indicate that they are disabled.

Gray scale
Image data that not only represents images as black and white dots, but also includes information on the levels of density in the image, so that intermediate tones, such as those in a photographic image, can be processed. However, gray scale images contain no color information.

Image Processing Software
Application software that modifies or enhances images. Adobe Photoshop is a typical example.

Index Window
A window that displays a list of thumbnail images.

Install
The setting up of software and hardware. Most software installation involves copying files from a floppy disk or CD-ROM to the hard disk on a personal computer. Specialized installation software allows various program options to be specified.

JPEG
The standardization of still image compression techniques, or the applicable standard. JPEG allows efficient image compression.However, unlike BMP or TIFF, some of the original image data is lost during compression, and the restored image differs from the original. Compression ratios differ, but JPEG can compress images to between a tenth and a hundredth of the original size.

PC Mode
The camera operation mode used when images are downloaded from a digital camera. The camera and the personal computer can only communicate successfully if the camera is in PC mode. Refer to the owner's manual for the camera for information on selecting PC mode.

Pixel
Picture element. Also referred to as a dot. Denotes the smallest unit used in computer image processing.

Plug-In
Files used to extend the functions of an application. When they are stored in the designated folder, plug-ins can extend the functionality of an application.

Port
A connector used for data input and output on a computer.

Red-Eye
The phenomenon by which a person's eyes appear red when they are photographed in low-light conditions using a flash. Red-eye is caused by the light of the flash reflecting off the inside of the eye.

Remote Video Playback
The process of controlling a camera from your personal computer and playing back images stored on the camera as video output.

Scroll Bar
A shaded bar that can be used to move text or graphics displayed in a window horizontally and vertically in small increments so that the entire image can be seen. The contents of the Index and Image Source windows can only be scrolled up and down.

Thumbnail Image
An image displayed in reduced form so that the content of the file can be checked.The "SOFTWARE for FUJIFILM DIGITAL CAMERA" displays thumbnail images in an Index window to allow the images on a camera to be checked.

TIFF
An image format. TIFF images are compatible with most graphics software.

Time Stamp
The time stamp is the record of the date and time on which the file was last modified.The time stamp can be checked by clicking the right mouse button and selecting Properties in Microsoft Explorer, or by selecting Details from the View menu.

TWAIN
A global standard interface between application software and image capture devices such as digital cameras and scanners.

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